

EXCLUSIVE DEMO CD EVERY MONTH

CRASH BANDICOOT 2, TOCA: TOURING CARS G-POLICE, FELONY 11-79, SHADOW MASTER



MARCUIC Official UK Sagazine 27



RASH 2

Exclusive review and playable demo

REVIEWED:

TIME CRISIS

CRASH BANDICOOT 2

FIGHTING FORCE

ACE COMBAT 2

JUDGE DREDD

FANTASTIA FOUR

ACTUA

JERSE

COURTER

PANDEMONIUM

MDK

MOTOR MASH

ROSCO MCQUEEN

BROKEN SWORD 2

NASCAR '98

TOCA: TOURING CARS

FORMUL

THE CRACKERS & THE TURKEYS

Your complete yuletide shopping quide

SPICE UP YOUR **PLAYSTATION**

Spice Girls PlayStation game revealed

KILLING TIME

Time Crisis reviewed

The World's Best-Selling PlayStation Nagazine



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WHAT'S ON THIS MONTH'S CD?



One CD, seven games and all of them sublimely playable. Take to the slopes with Crash 2, take to the skies with G-Police and take it to the limit with Felony 11-79. It's almost too good...

















Crash Bandicoot 2 Playable

The mighty marsupial returns in the 3D sequel to the PlayStation's premier platformer.

TOCA: Touring Cars Playable

The best driving sim ever? Could be. So check out our demo to see what all the fuss is about.

G-Police Playable

Pilot a tooled-up helicopter in the year 2097 and zap the living daylights out of anything? Oh yes,

Hercules Playable

Disney's mythical moneymaker gets transferred to the PlayStation with this cartoon platformer.

Shadow Master Playable

AAARRRGGGGH, ROBOT SPIDERS!!! Work out your deepest fears in this super-spooky shoot 'em up.

Felony 11-79 Playable

Ram a limol Plough Into tankers! Drive really fast and don't get nicked by the cops! Of course.

Yaroze game: Clone Playable

Net Yaroze gets its first Doom copycat with the scary (and rather aptly-titled) Clone.



Shooting innocent bystanders in hijacked hotels, leapfrogging through the tundras on the

back of a polar bear, volleying the winning goal as Zambia take the cup against Grimsby Town... Yup, who needs the self-indulgences of Christmas when the PlayStation can transport you to far funkier climes?

All reviewed this issue, Crash 2, Time Crisis and Actua Soccer 2 are perfect examples of the power of the PlayStation and just the kind of increasingly ace games now gracing the world's favourite console. They're also a smashing, shooting, bruising combination worthy of the collective tag 'crash, bang, wallop'.

Finally, whether you've just got your PlayStation or had it for some time, nip over to our Christmas Crackers feature to discover the best games and coolest new peripherals to splash out on this holiday. It might mean your Aunt Maureen doesn't get her bath salts but then, what's Christmas without a bit of self-indulgence?

Festive greetings.

Coblegey

Rob Pegley (Editor)

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PRIMAL SCREEN

Gran Turismo

is it as good as they say? From PSM's early glimpse, it could just be ...

World Soccer

Another day, another footie sim - only this one's international, Vival

Newman Haas Racing

Indy Car racing hits the PlayStation with Psygnosis' forthcoming licence.

Populous 3

A sneak peak at Bullfrog's somewhat cerebral strategy game.



PREPLAY

Skull Monkeys

Claymation? Platforming? PSM investigates...

Auto Destruct, 48

EA enters the arena of violent racing games.

Steel Reian 50

Parking problems just disappear with this future tank sim.

Command & Conquer gets a robo-powered rival in the strategy stakes.

Spice Girls

Pepsi Max, Impulse, Asda, PlayStation...

Cool Boarders 2

That original might've missed the mark but the sequel looks cool ...

PLAYTEST

Crash Bandicoot 2

He's on the cover, he's on the CD and he'll be on your PlayStation this Xmas.

Time Crisis

Arcade shoot 'em up + cool new lightgun = latest Namco classic.

Fighting Force 96

Four words. Beat, 'em, up and violently. Very violently ...

Ace Combat 2

Bandits at three o'clock! Bogies on me tail! Brand new flight sim!

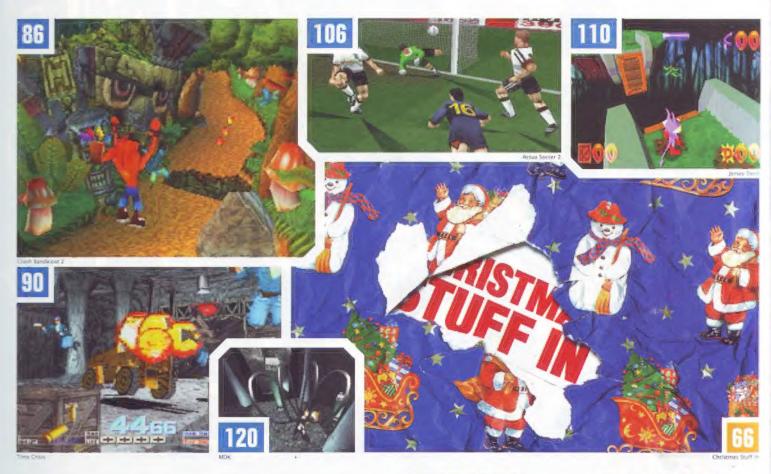
Judae Dredd

Watch out criminal mastermind types, here comes the Judge...

Fantastic Four

Marvel Comics' quixotic quartet receive the beat 'em up treatment.

The Official UK PlayStation Magazine is dedicated to bringing its visions in many information on all aspects of PlayStation gaining. Close links with Spoy Company Entertainment enshiblive all risks to the very latest software and news, plus the invered official series 🗭 🗝 🥕 📁 every month. Our game reviews are the most in-depth, buseen and authorities are offering independent, unbiased buying private. PSM: (ise higgest-selling videograms) magazine in



Actua Soccer 2

...which stands for Murder Death Kill, so prepare for top sci-fi thrills.

Jersey Devil

Animated antics courtesy of Ocean's devilishly fine 3D platformer.

No time to type. Can't stop playing

new footie sim. Must play again...

Courier Crisis 113

Mountain bike madness. Honest,

Pandemonium 2 116

Fargus and an, um, enhanced Nikki return for more surreal platforming,



Motor Mash

Micro Machines meets Wacky Races.

Rosco McOueen

Towering Inferno, platform-style with this blazing cartoon game.

Broken Sword 2 128

Revolution's latest and greatest? Could be ...

NASCAR '98 130

Mangle a Mini in EA's Destruction Derby rival.

TOCA: Touring Cars

A racing game where the car actually reacts like a carl And it's acel

Formula Karts

F1 '97 for the vertically-challenged.

FEATURES

Christmas Stuff In

Not sure what to put on the Christmas list this year?

Worry ye not, for PSM has compiled the definitive guide of what to buy this Chrimbo - games, gear, cool peripherals, cheap deals, expensive gadgets plus the turkeys you really should

avoid...

REGULARS

Loading

All the latest news on PlayStation.

Letters /0&A

Gripes, grumblings & gamer gabble. Dynasty Warrior compo 62

Win a £1200 TV with Ocean's newle.

Back Issues Complete that PSM collection.

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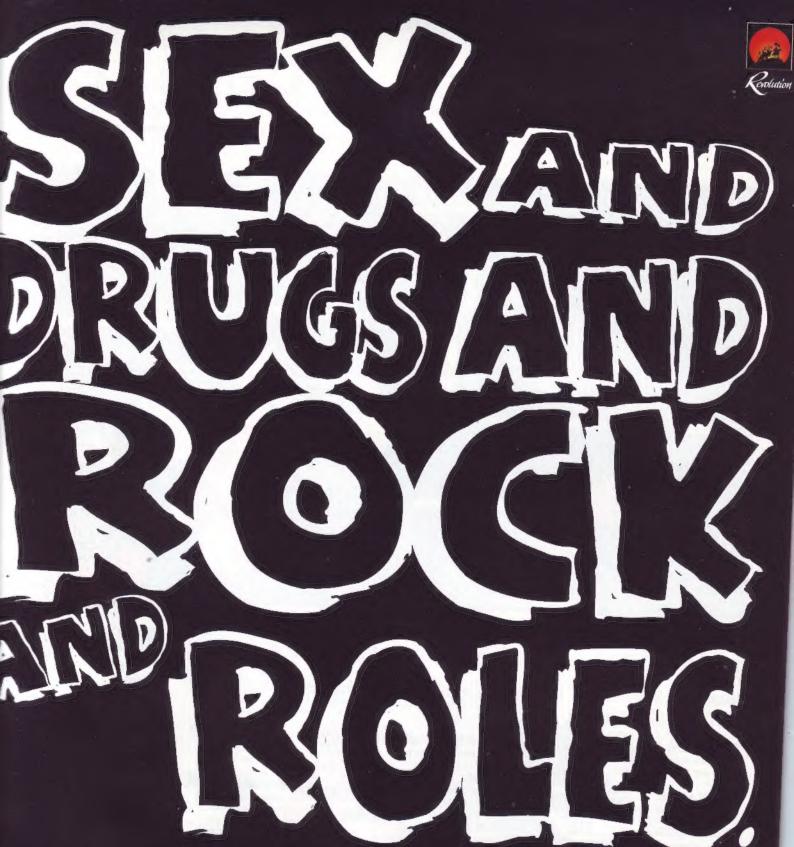
Top Secret Tips, cheats and all manner of secret

stuff for F1 '97, V-Rally and Others.

On the CD . The complete instructions of how to

play this month's gaggle of games.

Official Questioning Games god Peter Molyneux grilled.



NO WONDER IT'S ADDICTIVE.

BROKEN SWORD II

ALL THE INGREDIENTS OF THE CLASSIC HOLLYWOOD ADVENTURE FILM.

APART FROM THE PREDICTABLE STORYLINE.



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SONY PACKS A REAL PUNCH IN CONSOLE FIGHT

But there are no cuts to be seen

ony implemented its marketing plans for Christmas earlier than expected this year, when the PlayStation Value Pack went on sale at £129.99 in mid-October. With the PlayStation outselling the N64 by up to ten to one, the move is already looking successful, and Sony has announced that it expects to sell up to 600,000 PlayStations over the Christmas period.

The Value Pack includes an extra controller and a memory card for the same £129,99 price the PlayStation has held since March. With official controllers retailing at £17.99 and memory cards at £14.99, this means an extra £33 worth of peripherals for no extra cost. As a memory card is essential for games like Tomb Raider 2 and Final Fantasy VII, and two controllers are needed for multi-player games, the deal seems to make a lot of sense. And many consumers apparently agree.

The Value Pack has been backed by a £15 million advertising campaign. SCE UK managing director Ray Maguire says that with its new production capacity Sony has the opportunity to 'market the PlayStation at

an aggressive, mass-market price point, bringing in a wider range of consumers'. He expects that around 650,000 PlayStations will be opened in UK homes on Christmas Day this year.

In a bid to combat Sony's increasing lead, Nintendo has reduced the price of the N64 to £99 – the same price as a SNES in Argos. The company has also pledged that software will be reduced to £50 as well.

Not surprisingly this has prompted speculation that Sony will follow suit and break the £100 barrier before Christmas. According to Sony, however, this is not the case, and the Value Pack remains its mainstay for Christmas sales. Sony PR executive Guy Pearce said: "We continue to maintain a massive lead in sales over the N64, so there's no cause to reduce the price further. Indeed, it seems that every time our lead reaches huge proportions that Nintendo is forced to take drastic measures to compete'. Sony will no doubt take action if Nintendo starts catching it in terms of sales, or if PlayStation sales start to wane in any way.

Both companies would appear to be happy



It cuts both ways

In a bid to gain supremacy of the console market the two big guns have continually stashed their hardware prices. Here's a brief history of the fiscal struggle that's taken place over the past couple of years...

September '95 - PlayStation launched in Europe at £299.

November '95 - N64 unveiled in Japan.

May '96 - Sony cuts PlayStation price to £199.

September '96 – Nintendo delays N64 European launch until March '97 and sets £249 price tag. February '97 – Sony introduces the Platinum range of games

March '97 - N64 launches in the UK at a price of £249. PlayStation is reduced to £129. May '97 - N64 reduced to £150.

October '97 - PlayStation Value Pack introduced at £129. N64 reduced to £99.

to make losses on their hardware if it brings new owners into the market. It is Sony which has most to benefit from this approach, however. With CD games being extremely cheap to mass produce, any hardware losses can quickly be recouped through game sales. As the N64's cartridges are far more expensive to manufacture, though, this is not such a palatable proposition for Nintendo.

Certainly, the hectic Christmas sales period will prove very interesting in the continuing battle for videogames supremacy. Christmas bonus: The new PlayStation Value Pack includes an extra controller and memory card for the same £129.99 price tag.

massive hype surrounding it, freeb Paider 2 can be the only same destined for the Christmas number one. There were rumoun that the game's release magic sip a little, but these were soully from the same PR people—sho bemained the fact that we'd, wended the game's 10...

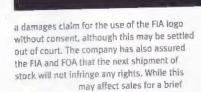
F1 IN LEGAL DISPUTE Stock pulled from shelves after record sales

1 '97 has experienced mixed fortunes in its bid to become the biggest selling UK PlayStation game ever. Initial sales were hugely impressive - 40,000 copies sold on day one at a retail value of £2 million. This was the biggest ever PlayStation release, and even boosted sales of the PlayStation itself. The success of F_2 '97 was compared to the release of Men in Black at the cinema, with similar takings being recorded for the first day of release.

Events took an unexpected turn, however, when Psygnosis found itself in a legal dispute with the Formula One Administration (FOA), the sport's world governing body, Fédération internationale de l'Automobile (FIA), and merchandising firm Giss. The problem centred on the fact that final rights had not been granted to Psygnosis, in particular with regard to the FIA logo.

After seven months of negotiations, Psygnosis believed that the deal was virtually complete, and so shipped 650,000 units across Europe. This was part of its plan to beat the Christmas rush - which obviously worked, based on the phenomenal early sales which broke all CD-ROM sales records.

The FOA took exception to the fact that the deal had never been completed, however, and so sought a High Court Injunction. This was granted and Psygnosis was stopped from selling any more copies with the FIA logo on the packaging. Psygnosis is now likely to face



time, it will only be a small blip for the recordbreaking release. Psygnosis is at pains to point out that the

game's content will be unchanged, and while some early copies of the game could be seen as collectors' Items, the later releases will be very similar in terms of packaging.

As news broke of the legal problems it was thought that the curse of F1 had struck again the previous release was beset with problems concerning bugs in the game. Once the dust settled, however, it was clear that the problem had been blown out of proportion. There is sure to be a huge internal inquest at Psygnosis, though.



Industry tongues wagging over Official speculation

ur look at what might be the shape of things to come for the PlayStation in PSM25 has caused all kinds of panic and speculation to spread throughout the industry and the internet. Rival publications have even been moved to comment on the piece.

There's been disapproval of the design from some areas, whereas others thought it the height of aesthetic beauty. People have questioned whether an LCD display would be included, and others have wondered whether DVD will be part of the package. Many have been at pains to point out that it is only

speculation and that nobody really has an idea yet of how the PlayStation 2 will look. All of which is very interesting, because

that's exactly what we said in the article itself. So. IF It

wasn't clear before, let us take this opportunity to confirm that we have absolutely no idea of how the PlayStation 2 will look or what its technical specifications will be, Even Sony may not be sure yet. One thing that is certain is that -

eventually - Sony will release a sequel to the PlayStation, and it will be more powerful and better designed than the original. It's called progress. It isn't likely to happen for another two years or so, and the existing PlayStation market will continue way beyond that, due the sheer number of games

available. So the message is, don't panic. We were just speculating about what it mig

be like. Still, it's very flattering that so many people sat up and took notice of what we were predicting.







IE LIFE HE ONCE KNEW FLASHED BEFORE HIS EYES

ALL BETS ARE OFF

















THE LAND OF HOPE and glory

One of computer gaming's most original titles returns, Warhammer's on the move, blood-and-gutsy Carmageddon's on the way, and more...



Liverpool: It's not often that a game comes along, grabs you by the lapels and bellows: 'Look at me! I'm really original and ace and everything!' Back in 1985, Sentine! did this with more panache and style than any videogame before It. Direct from the furtive mind of Geoff (Stunt Car Racer, Revs, Grand Prix) Crammond, the aim was to beam to the top of the level without the eponymous bad guy zapping all your energy with its ever-rotating light beam. Twelve years on, Sentine's back, While most updated classics suffer from modern glitz poorly bolted onto the gameplay, developer Hookstone is keen to keep the original feel, having made few changes outside the game's appearance. With music by film director John Carpenter, plus that all-important approval from Crammond, Sentine! Returns will make a welcome comeback to the games arena in April '98.

London: When it comes to the top PlayStation games of the year you can forget about Tomb Raider 2, F1 '97 or Final Fantasy VII. For this wizened old gamer, the most anticipated title of the year must be Atarl Greatest Hits Volume 2. Before you all start scribbling your letters of complaint, just cast an eye over the line-up for the latest volume of Atarl's retro range. Kicking off slowly with the ropey Millipede, the games gradually break down the brilliance barrier with the likes of Paperboy, Crystal Castles, Marble Madness and Road Blasters, until reaching the very pinnacle of '80s arcade excellence – Gauntlet.





Slough: Anyone who read our Primal Screen (PSM24) about Warhammer 2: Dark Omen will be gutted to learn that the 3D fantasy mayhem has been delayed until early '98. Originally planned for a late November release through Mindscape, the delay comes from the development team upping sticks and signing on with Guildford-based Electronic Arts. The rights, however, have remained with the developers. and the extra time has enabled them to add all manner of features which those initial deadlines had prevented them from including. Among these new ideas are twoplayer, re-definable armies for mate-to-mate battling, It looks like Mindscape's loss will be our gain...





condon: Not content with creating a huge international fuss over the PC version of its Death-Race-2000-

for-the-new-Pepsi-Generation-game, Carmageddon, SCI is set to relive the commotion again when the PlayStation gets the same blood-and-guts treatment next summer. As gameplay goes, it's fairly routine stuff, with the player racing around various tracks. Where it (allegedly) steps over the boundaries of decency are the methods of victory. As well as winning by crossing the line first, or destroying all your competitors, you can top the roll of (dis)honour by butchering all the bystanders on trackside with the souped up DeathMobile. Don't try this at home, kids, etc...

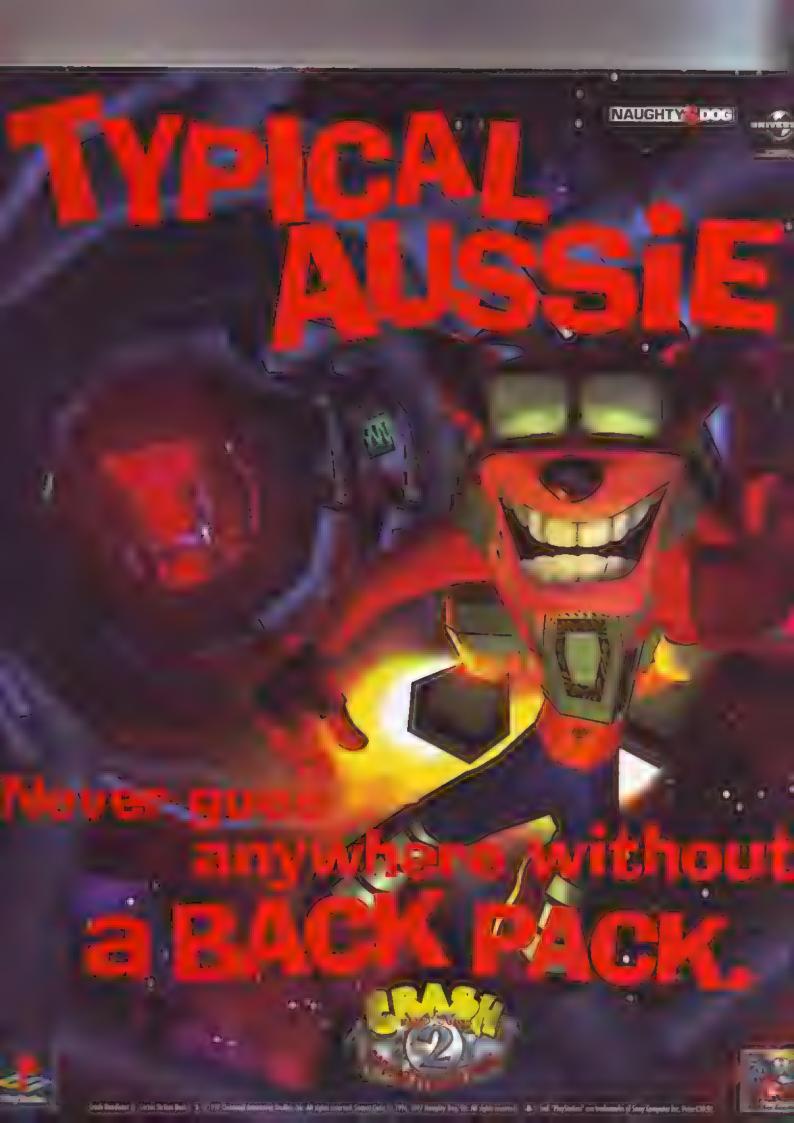


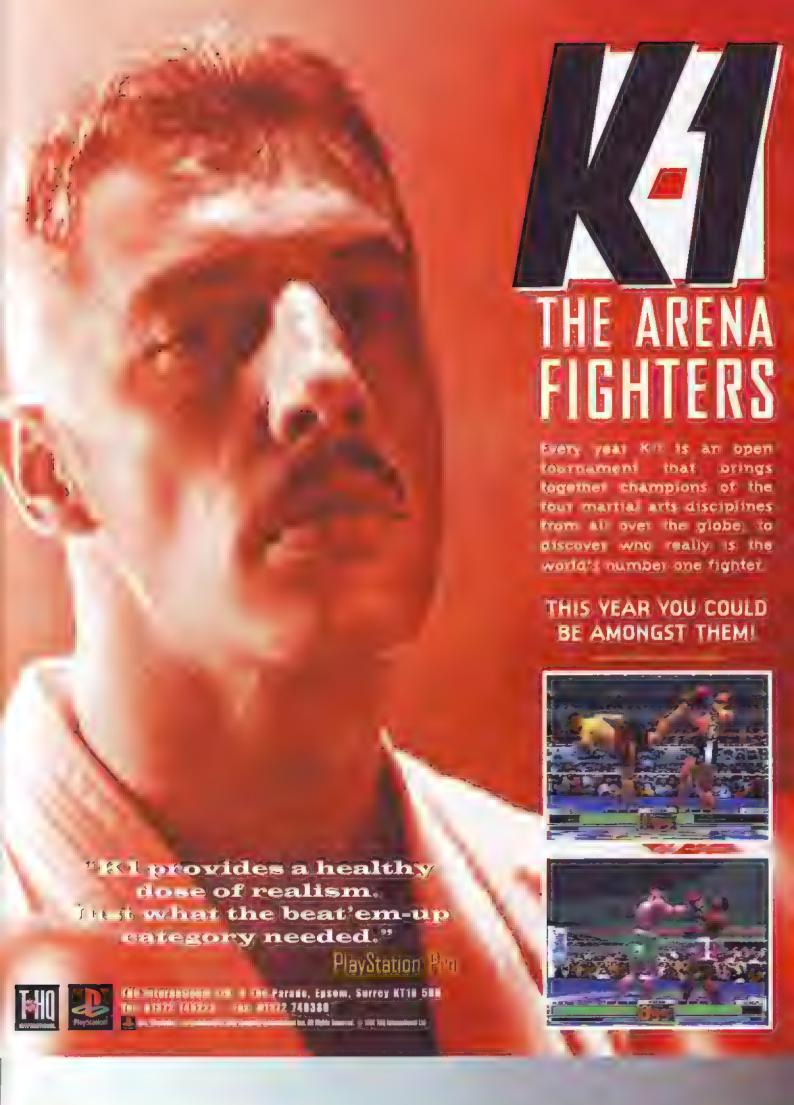


London: After coming second in the battle for Peter Molyneux's signature when he left Bullfrog, Eidos has gone for the next best thing by signing ex-Bullfrog development team Mucky Foot. No strangers to top 10 titles, programmers Guy Simmons, Mike Diskett and Fin McGechie have worked on such classics as Magic Carpet, Populous II and Syndicate Wars. Eidos executive chairman lan Livingstone said: 'Mucky Foot's pedigree is of the highest calibre in the games industry, it gives us pleasure to afford the team total creative autonomy'. Mucky Foot's first game for its new owner will be Dark City, a murky futuristic adventure.









Konami lives up to its reputation for originality with its new adventure Metal Sear Solid. Plus, the return of Crash, a sequel to Myst, and Midway's San Franciso Rush...

an Francisco proudly calls itself America's favourite city, and it's easy to see why. It's surprisingly small, notoriously easy-going, sunny, lively and altogether warvellous. Small wonder the games moustry calls it home. Sure, there are menty of games companies in Southern Cawfornia, Texas, Chicago and New York, but the highest concentration is within a ente radius of San Francisco – including the mighty Sony. Now Konami is planning a move to the home of scrumptions sourdough, staggering earthquakes, cablecars and The Corner Bar. Right now Konami coerates a large development in Chicago, emich will continue operation, but the San Francisco base will be 200 developersstrong, and is looking to crack down some creative barriers.

mi is being seen, quite rightly, as this dard-bearer of all that's or gina., on ts truly impressive line-up which ogano Winter Olympics, In The Zone ✓ and Castlevania- Symphony Of The Night. Gear Soud - due for release in bout six months - which is getting attent on Tomb Raider 2 this is the US game

o an era of formula c sequels, lared to be different. Okav. 50 a to ed person action adventure based ancept and digging up an old hero, pur some you start playing, it becomes obvious een sucked into something in's similar to the experience you had ea ised you were hooked or the original Tomb Raider e not only thinking about it while

> - - s producer has a background in ch is usually a bad sign. But he's create something special here. ou re think ng, "t's not out for "'t it a bit early to get so excited?" But with so many unexciting games roo have to let loose sometimes. The hat the third generation of games has not yet del vered d blowing. The biggest games · al sequels but the eds constant creative renewal s hardly going to wear the crown inginal game of '97', but it's looking than many magined when it was in fact, some commentators are

ing, but you're obsessing about it

ing it the best-looking game · mor produced Level design s well as control, which is - n the or gina .

[1. 2] Konami's Metal Gear Solld may be a third-person action adventure based on an old idea, but it promises to be something exceptional... (3-5) Riven, the sequel to Myst, contains more puzzles and stunning visuals but is this time set over multiple islands.









Crosh Bondicoot was Sony's first big real hit, and he ped to bring the PlayStation to a wider audience. Younger gamers especially took to the title, with its bright, hires graphics and solid, Mono-like gamep ay, Although it was somewhat chided in the press for not taking enough chances with new Ideas, it was a hit with the public. Crash Bandicoot 2 Cortex Strikes Back is a logical extension of the first, and while it may not offer radically different gameplay, it will be instantly playable by anyone who even touched the first. The new game will keep the multiple perspectives (sidescrolling, third-person) in the levels, but it has widered the 30 plus levels somewhat. There are also now more branching paths. The bonus screens have been hidden with n the levels, making them seem more integrated. Crash himself has stacks of new moves, as de from his familiar jump and spin dash. Now he can dive, s. de, wade in water, camb, and super jump. He's as easy to control as ever, and is made even better when using the Anatog pad, But more of Crash in our review on page 86

E sewhere in the JS, the big talking point s point and click adventure Riven, the sequel to Myst. The new game, like the first, is full of beautiful scenery and challenging puzzies but s spread over multiple islands, instead of just the one. If you thought Myst was boring, though, you're probably not going to get too thruled about this bigger sequel

much is known about them, apart from their release date, which is sometime around the end of the millennium

Two other games worth a quick look are the PC ports Red Aiert and Duke Nukem, Both Virgin and GT are making an effort to give the PlayStatron versions something different Dake will feature complete re-renderings of the weapons and enemies as well as a twoplayer link option and an artific al death-match mode in Red Alert, the control scheme has been redesigned to be more intuitive and less frustrating. During gameplay a transparent menu bar stays on-screen, ready to come to the forefront at the touch of a button. This side-bar now is designed to work with the PlayStation control pad just as well as it would with a mouse. Compared to the previous title. this little enhancement alone makes the sequel not ceably better

Finally, back to San Francisco, Midway is putting the finishing touches to the conversion of Atari Games' extraordinary racer, Son Francisco Rush, It has fantastic car-physics, loads of secrets and a choice of quite different motors. You can see The City By The Bay for yourself, before smashing into famous landmarks and expiring in a ball of flames. Have a nice day.





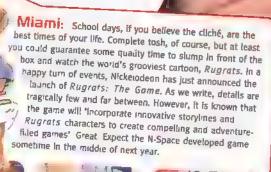


Worth a look will be the conversions of PC classics Duke Nukem (1, 21 and Red Alert (3), which have been specially enhanced for the PlayStation.



San Francisco: It might not mean too much to those PlayStation owners still at school, but to more, erm, 'experienced' gamers, the name Williams is enough to bring a little tear of nostalgia to the eye. Just mention games like Defender, Joust and Moon Patrol, and that tear soon turns into a torrent. The beautiful gameplay, the frenetic action... Having already given us a taste of its back catalogue, Williams is now set to launch its Arcade Classics 2.

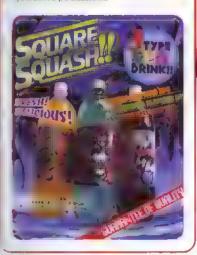
Despite some very unfamiliar games (Splat and Blaster, anyone?) the collection will include of one of the best car games ever — Spy Hunter. Add on the superb Moon Patrol and it's after you with the hankies. More news next month





The unstoppable tide of 'classic compilations' continues, Bomberman finally nakes it to the PlayStation, and Squaresoft nakes soft drinks?

Japan: Not content with decimating me social life of anyone who comes across 's astonishingly addictive Final Fantasy VII. Squaresoft has now set its sights on the Japanese diet with the impending aunch of a fizzy drinks range, cunningly wed 'Square Squash'. Flavours are taken from popular Squaresoft games, so any nsitors to a Japanese Supermarket will soon be able to taste Chocobo, Mitochondria and Xenogear flavoured fluids. What do they actually taste like? Who knows. But judging by the ultra-vibrant colours, PSM doesn't recommend them for those of the byperactive persuasion...





Japan: When Namco first announced plans for its retro range, gamers everywhere were initially chuffed at the thought of playing arcade perfect versions of their once-favourite games, Despite over-loading our shelves with five, um, 'classic' arcade compilations, though, Namco isn't ready to stop yet, and has just unveiled plans for a new range based on 'unforgettable' games from the early home systems, the USA-titled Nintendo Entertainment System (NES) and the Sega Genesis (Mega Drive). Casting a cynical eye over the list of titles (King's Chronicle, Tower Of Babel, Wrestle Ball and Star Luster) It looks like Namco is traw.ing the bottom of a very deep pit. This from the maker of the masterful Tekken 3? Shame on them.

Japan: Thought those odlous little cyberpets were Just a fad, did you? Alas, no. Tamagotchis are here to stay and, for some reason unbeknown to us, about to make their PlayStation debut. In keeping with the pocket pests, the game will feature all the usual icons, meaning you can care for your digl-pet just like 'real life'. Just what we needed. A £40 version of a £10 gimmick that snuffs it after half an hour... or 20 seconds

Japan does hold more interesting news, though. Until recently, the world of Bomberman was shut away from the Jealous eyes of Sony owners, with the explosive elf being the exclusive domain of Nintendo due to several miles of legal red tape. Luckily for us, Hudsonsoft uncovered a clause allowing the company to develop non-N64 games provided they didn't share the same name. Thus Bomberman World was born. Taking a suitably isometric look into the future, Bomberman World should be explading on to our screens in early 1998.





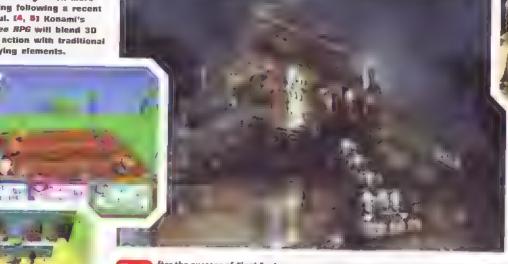


JAPAN COLUMN

43 ON 141 21E

Bomberman comes to the PlayStation, the Western version of *Final Fantasy VII* now gets a release in Japan, and *Metal Gear Solid* looks set to be THE game of 1998...

CI-3) After a shaky start, Overblood 2, from Riverhill Soft, is fooking much more promising following a recent overbaul. [4, 5] Konami's Twin-Bee RPG will blend 3D arcade action with traditional roleplaying elements.



fter the success of Final Fontasy
Vil, the list of PlayStation RPGs
being produced in Japan grows
ever longer. The latest is TwinBee RPG, from Konami, which is

set for release at the beginning of next year. Continuing the long line of *Twin-Bee* games that have been produced over the years on various formats, the PlayStation version sticks with the cute and colourful designs of old. Best described as *Mario 6q*-meets-traditional RPG, *Twin-Bee RPG* is notable for its team structure. With groups of up to three characters, the possibility for three-on-three fights adds massively to the game's potential.

In a much more brutal vein, Riverful. Soft is putting the finishing touches to *Overblood 2*, also out at the beginning of 1998. The hero and main character is Akano Browny. At the start of the game he arrives at East Edge city a roort ready to take part in a famous car race while at the airport, however, he witnesses a murder. Before the victim dies he entrusts Browny with a mysterious capsule. Adventure then ensues as the powerful and evil Akano adustry try to get the capsule back.

When Overblood 2 was presented at the last Toxyo Game Show in September, the response was quite poor. Since then, though, the game has been massive y improved with the addition of the new 'WAS' engine (World Active Supervisor version 3 or 1), which has vastly increased the game's graphical quality. The rest of the game has also had a big overhau. The final version will offer about 30 minutes of movie footage in addition to the

briliantly rendered scenes, together with 71 soundtracks and 19 real voices. Quite an audio-visual package Allin all, Overblood 2 ooks like being quite an achievement for Riverhil Soft, which is very small in comparison to the other Japanese publishers

The most eagerly awaited game in ,apan, .hough, has to be *Metal Gear Solid*, from Konami. This is a tactical espionage/action game set in the hear future and starring a mercenary so dier, Shake Players will have to use a combination of stealth and tactics to work their way through the game's many stages, all of which are linked together by an intriguing plot that promises twists and turns aplenty. *Metal Gear Solid* will surely be THE PlayStation game of 1998.

Rockman Dash, from Capcom, is a 3D adventure with many different story lines. The game will feature a unique auto-rock targeting system, and characters will be able to climb, jump and use weapons much as in Tomb Raider, Rockman Dash appears to offer gargeous graphics and a high level of quality.

But some of the best news currently

circulating in Japan has to be that Bomberman significant the PlayStation. Bomberman World will offer 20 stages and three different modes. In Normal mode the player will have to collect all the crystal items he can find to clear the area. The Battle mode will allow up to five players to take part, with the option of playing in teams. Finally, the Challenge mode is a kind of Time Attack game where the player will have to get rid of all the enemies within a certain time limit. Bomberman World will be In 3D, but Hudson has avoided gameplay problems by using a simple isometric view, With Luck, the game will manage to mix traditional gameplay with new graphical

values almost perfectly.

Finally, after the success of the LS version of Final Fantasy VII, Square has decided to release to Japan FFVII International will be an optim sed version of the game, with modifications based on customers' comments. Some of the animation movies will be longer, the menu systems are being redes gned, fights will be less numerous, and there are two new bosses. This should further boost the sales of the game that has been number one in Japan for 27 weeks.



Konami's stunning *Metal* Gear Solid seems set to be a massive success in '98.







(1, 2) Early shots of Bomberman World show off the new 3D graphics and isometric view. (3) Will Capcom's Rockman Dash challenge Tomb Raider?

THEY SAY AN ARMY MARCHES ON ITS STOMACH.

THIS ONE DOES IT ON ITS







POWER. THE NEW WAR BOARD GAME WHERE YOU CAN ANNIHILATE WHOLE ARMIES AND ACHIEVE WORLD DOMINATION, ALL WITHOUT SHIFTING YOUR NETHER REGIONS ONE IOTA.

THE GAME THAT'S TAKING OVER THE WORLD





THE CRAFTY FOX

tising brings maximum exposure to the cutesy *Croc*

here's an old adage that claims there's no such thing as bad publicity. You want to publicise a controversial film? No problem. just leak details of the gory bits to the tabloids and watch those crowds flock. These days, the same goes with videogames. If a game involves car-jacking, gun-running or drug dealing, a quick call to an MP will have them rushing straight to the Commons to bemoan the industry and so garner more publicity than a PR bloke's wettest dreams. Just wait 'til BMG's amazing Grand Theft Auto hits the headlines, and you'll see the proof.

Of course, there is a more traditional way of bitting the top spot in the games charts. Take a look at hoardings across the country and you'll see the Fzardy face of Fox Interactive's Croc staring back at you, 'When we decided to Investia lot in advertising we looked for a universally appealing character," says FI's marketing manager, Simon Echells. 'Croc was perfect as he's safe for parents w thout being too soppy for gamers.' Perfect





Fox Interactive has spent over £700,000 of TV advertising to sell Croc [1], while a game like BMG's Grand Theft Auto [2] will sell on controversy value alone.

for the parent friendly Christmas market, and so in only a matter of weeks Croc has achieved the type of coverage only globular-breasted cyber-women usual y expect. S mon again: We thought the best way to get to the mass market was to advert se on TV You don't normally see game adverts on the TV because it's so expensive', in the end the Croc TV adwas shown over and times and even reached viewers of the cab e-only Discovery Channel.

So was it worth spending over £700,000 of advertising on a game that only received 7/10 n PSM25? indeed, it was. Take a peek at the Top 20 and you'l, see that Croc has gone straight in at number one - despite the mixed reviews and a £44.99 price tag. How much of that £44 99 has paid for the advertising which convinced you to buy the game? Well, even a happy little crocodile might shed a few tears at that...

<u>OUT THIS MONTH</u>

November

Overshadowing a Lother stories, this month, is the withdrawal of Psygnosis's F1 '97. According to Stuart Mulien, manager of Level One at HMV in London, he said his branch alone could have sold over 500 copies. "fithey hadn't had to pull it from the shelves "It's okay for a shop like us but for the smaller independents, who were relying on the game it's going to make a big difference." Naturally, other P5 games have benefited from the absence of F1 '97 Stuart again. Croc has done very well and even PaRappa The Rapper'. Somewhat of a surprise was the success of the 6-10 PSM rated Rapid Racer 'Games like this do quite we a because of the price," revealed Mulen "Porsche Cho lenge was the same People wouldn't want to spend f_{45} on the game but f_{35} doesn't seem 'oo ba .

What wasn't unpredictable was the game that's been on the tip of everyone's tongue 'Everyone's going mad for Tomb Rolder 2,' says Mullen "I wouldn't want to be a publisher of any other game released on the same day as TR2 * According to Stuart, punters are also eagerly awaling the ikes of Fino Fontasy V., G Poice and Tekken 3 Looks I ke we're in for a lead tionally action packed Christmas.

Information supplied by Level One, HMV, London.

Earony Wars	Psygnosis	PSM26	7 10
Final Fantasy VII	SCEE	PSM26	10.10
Hero's Adventures	yargin interactive	PSM26	7 10
MDK	Interplay	PSM21	8, 10
Red Alert	y rgin interactive	N, A	N. A
Judge Bredd	Cremi n interactive	PSM21	7 10
Resident Evil: Director's Cut	√irgin interactive	N.A	N.A
FIFA: Road to World Cup	Electronic Arts	N/A	N.A
Tomb Rarder 2	Eidos Interactive	PSM26	100
S-Police	Psygnasis	PSM75	9, 10

NENDS



Torols Raider 2 (PSMZ6 10 10)

When Core tirk we welled TR2 to PSM, we wondered whether the programmers could weave their magic twice. secunds la en he eviewer's umbled in o he off le und uttered Br light. And so the imposs ble had happened. TR2 is better then the original. We arge you see for yourself





EA . La purple paich last year wien NHL 97 was reckoned to be the best ever in the puck action stakes. Incredibly NHL 98's an even better game. Falle glaphics awesome gamepiay and a better overa. 'feel' make this year's ncarnation of the EA cash cow the best yet. Co see



Final Fantasy VII (PSMZ6 - 10/10)

Beaut fu scenery, fantastic story hes wonderfu characters... With that pedioree. FFVII would make a metry decent Hollywood movie, but back on the PlayStation, nothing can touch it. Play it for just a couple of hours and you'l understand why. Amazing



Colony Wars (PSM26 7/10)

Fans of Star Wars, Star Trek, and Babylon 5 have been gagging to get their milts on Psygnosis' space faring blaster ever a nce details reached these shores. Featuring the most real stic space combat (like we really know ...) ever CW is spot on for a guick burst or a whole evening in



READY FOR A THRASHING...







THE LAGOE

You may be aware of SCE's 'black' PlayStation, the Net Yaroze, which can be used to develop games to Sony's console. Last month PSM's CD featured the first playable Yaroze game. Between The Eyes, and this issue there's shoot, em up Clone to you to try out. Time the writers of said games explained themselves.

TUNNEL (BETWEEN THE EYES)

or the last few months I've been creating Between The Eyes using the PlayStation home development package. Net yaroze. Sony provides high-level programing libraries, and you benefit from the high speed of the underlying hardware. This makes for very rapid development and a great deal of freedom from tedious technical issues—you can spend more time focusing en the game itself, its graphics and its interactive play. This is a fundamental feature people require in a spend more and resource people require in a spend more and resource people require in a spend more administrative play.

The game began life as a simple demojurogram to teach myself some more about 30. It was surprisingly easy to make a decent tunnel shape with a nice texture and he ship was also easy to Input. At the tage it became clear that this could easily be turned into a decent game. I started experimenting with texturing and lighting, and then enabled the physical mechanics hat allowed ships to fly and race around the tracks. Colin Hughes, at SCEE, has told













s year's the press pamet of a copy of FSM28, you'd no doubt have played truis Peass' Yereze yame Between The Eyes. Although it might noom truited the puples is exceptionally amount for a sample of membe work.



Yen'n receptise
the style straight
away. Clone is a
first-parson
sheeter with a
map created on
the Yaroze by
Stuart Achiey, sec
of SCEE's chaps

CLONE

shoot 'em up. The object is to walk/run around and shoot the monsters, picking up keys along the way to allow progression. Through the levels. The idea behind *Clone* was to create a *Doom*-style program or varoze, initially the game started as a very basic maze — just a few textured guadrangles, with minimal movement. Once this was done a more advanced movement system was added, collisions being the main improvement. With this in place if became necessary to design maps, created in the form of an ASCII file. Then it was possible to move around different mazes. Next we added the monsters (with help from an artist) and some simple Al before including bullets, both for the creatures and in-game character. This had taken three to four weeks, and all that the game lacked was depth. The extra features added to

make it more of a game were the addition of health pick-ups, keys, doors and the design of some levels. With everything almost done, sound effects supplied by friend were built in. All these extras, along with improving movement and taken to approximately to weeks.



Bear in mind that games like *Gione* have been made in just 18 weeks.

actua SOCEE.

One game even Shearer cannot miss...

Facet everything else

T's season. Actua Seccer 2

series you true football on Sony

Station and PC CD-ROM.

the superb editing facility, you can create your own players and kits to match against some of the

best teams.

Davies is joined in the commentary box by

Brooking while the young Liverpool superstar

frovides superb player movement and action.

the ultimate test, take on Alan Shearer's Star XI, chosen by the man himself.

THE DNE AND ONLY GAME FOR TRUE FOOTBALL FANS











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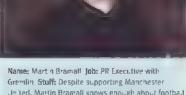


MENTALKOMBAT

This month, the men promoting the two biggest footie games due this Christmas come face to face in a battle of PlayStation trivia. In Electronic Arts' Slough office, the tricky Nick Grange defends the honour of FIFA: Road To World Cup '98. From Sheffield, cunning Martin Bramall is playing for the Actua Soccer 2 team. Kick it ...

ALLESS LAWE





Name: Nick Grange Job: PR Executive with Electronic Arts Stuff Nick does the PR on a whole range of Electronic Arts' brilliant sports titles, so when it comes to a question of sport he should be pretty sharp. But what about his PlayStation frivia?

Jeiled, Martin Bramall knows enough about football to promote Actua Soccer 2 with flare. How will he tackle our to teasers, though?

We predict mes will look like this. But nat de you reckon? Let us know nd if your prediction is the lasest, we'll send you whichever ame is at number one. Answers in a postcard to the usual ddress, labelled "Top 10" ...(NE) Tomp Raider 2 il (a) Gre

... (2) V-Reliy

in the s-Police

m. (6) Int'l Truck & Field

QUESTIONS	NICK T		MARTIN	
he forthcoming Kuia Quest is being developed in which country?	France	0/1	Sweden	1/1
a. What is the Spice Girls PlayStation game going to be called?	Interactive Spice?	0/1	Spice World	1/1
Name five upcoming soccer games on the PtayStation.	FIFA '98, Actua Soccer 2, Kick Off '98, Adi Power Soccer 2, Super Football Champ	idas 5/5	Actua Soccer 2, Power Soccer 2, Premier Manager '98, 4 4-2, FIFA '98	5/5
4. Who is developing The 5th Element?	Katysto	1/1	Kalysto	1/1
5. What is the subtitled name of Broken Sword 2?	The Smaking Mirror	1/1	Legacy Of Omen	0/1
6. In which game does Baron Dante star?	The Mario-beating Croc	1/1	Croc	1/1
7. Which company will publish Men In Black?	Gremlin	1/1	Gremlin	1/1
8. Who is Stuart Dinsey?	Editor of CTW	1/1	Editor of CTW	1/1
9. What is Red Alert the sequel to?	Command & Conquer	1/1	C&C	1/1
10. What sort of game is Robotron X?	Well before my time	0/1	A beat 'em up?	0/1

VERDICT

11/14 - Very tough questions this month, and Nick's 11 is looking pretty strong

12/14 But Martin just pops up with a lastminute winner to take the points



n entertaining 12 - 71 result, then, in which PlayStation trivia was the only where. Can you continue such high scoring? Well, you'll have to if you want to walk off with one of our prizes. As ever, we have six little beauties ready to test your PlayStation knowledge. Write the answers on

a post card and send them to the address below.

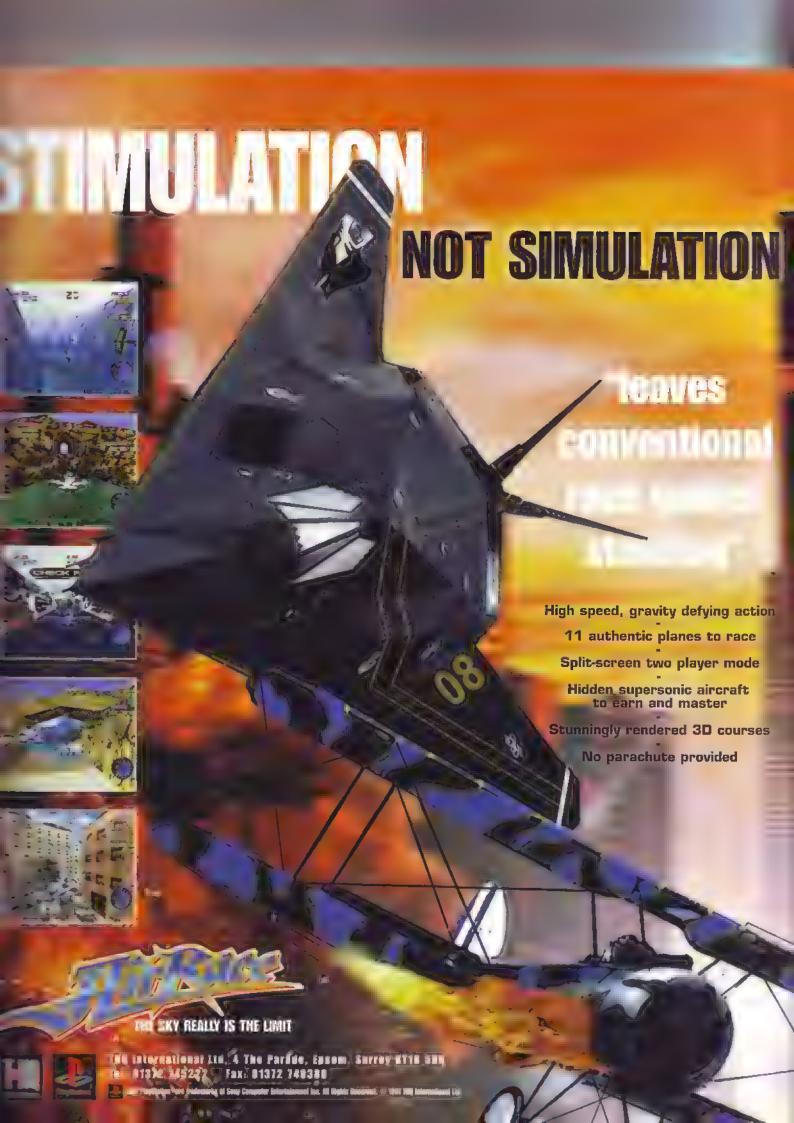
Answers on a POSTCARD to:

QuizStation 27, Official UK PlayStation Magazine, 30 Monmouth Street, Bath BA1 2BW. Entries to us by December 23

The questions

- s) How many teams are there in Actua Soccer 2?
- 2) Where is the next World Cup being held?
- 3) Name three Electronic Arts sports titles.
- A) Name three Gremlin sports titles.
- 5) What is the name of Sheffield's ice hockey team?
- 6) Which is further north, Slough or Sheffield?

CIW 9) Command & Conquer to A 13 Mirror 6) Croc. 7) Gremin. 8) Educe To World Cup 98 Acrus Monster To amend st Sp ce Word I res JEGILLON JEJUDAN OI SJOMSUV



eing French and having an Italian name, Pve often been asked how I became a Japanese correspondent for a British magazine. And to be honest, it was something of an accident. The story starts after i graduated from business school, when I decided to stay in Japan as I loved the place so much. I'd started work for PSM's sister magazine EDGE after answering an advert, to help pay for my Japanese lesson fees.

Very quickly things became busier and busier, to the point where I now work for nine videogame magazines in Europe and the USA

The key difference between a free ance writer and my job is that a correspondent is more of a public relations role. More than 70 per cent of my time is dedicated to the PR aspect, the most important part being to have a good relationship with the local developers.

This is especially important in Japan, where the content of local magazines is decided upon about three months before things are published. The development houses and the Journalists co-operate far more than elsewhere in the world, and the Journalism is



The man with all the inside kno on the weird and wonderful games market in the Land of the Rising Sun, Japan correspondent Nicolas di Constanza.

WORK, REST, AND PLAYSTATION

far more controlled by the Industry than is perhaps healthy. In Western magazines, when a game is not good it gets a bad mark. In appan, it is basically impossible to read anything bad about games—if a title is no good it just won't get much coverage, rather than being criticised. The Japanese find it difficult to understand why magazines would give coverage to bad games.

On a typical day the most mentally strenuous part of my job is to actually travel from my bedroom to my office (usually at about 8 oo am), a trip which involves an astronomic distance of about 30 feet. Half as eep, i can just about reach my computer and manage to check my e-mail – one editor needs some stuff earlier than expected, another has jost my expenses involce for the last five months, and a third requests some material that i sent days ago. A mixed bag, as usual. After some quick answers i finally earn the right to my cup of coffee.

By nine I start work on my administrative tasks. In Japan, people start work relatively ate in the day, and it's often difficult to get in touch with them before eleven o'clock. So, a usually start my day by dealing with routine admin jobs — sending faxes and published articles, preparing expense invoices (and plenty of them), returning any CD-ROMs and cartridges, and so on. These exciting little jobs usually last until midday or until I'm hungry—whichever comes first. At this point I often get dressed and run to the closest convenience store to buy Famitsu (the most popular weekly

He's French, with an Italian name, married to a Japanese lady and he reports on videogames for the UK and American magazine markets. **Nicolas di Constanza** is an interesting man with an interesting way of life...

videogame magazine) and my Bento (Junchbox). After a guick bite to eat, taking in the atest news, I get down to some real work—the afternoon is usuady spent on the phone.

It can be an interesting experience dealing with the Japanese on the phone, as they do everything possible to avoid any conflict. When they don't want to deal with foreign magazines, they simply act very vague, It's things I ke this that make you reak se just how different the Japanese are. They can also be incredibly imaginative and economical with the truth. They usually start by saying that screen shots of the game do not exist, despite the fact they are already in the latest japanese magazine. Alternatively, they claim that they cannot provide English explanations or translations (despite the fact you're talking to them in Japanese anyway). Another recurring excuse is that there are Licence problems with Western countries. Even after five years here, I still have trouble getting used to this attitude Some Japanese development houses, If they can't fully control the information released, s'mp y don't release any information at all. So my task is to be as persuasive as possible it can take up to three months to get material from certain development houses, though

Fortunately, as soon as good relations have been established everything becomes far, smoother. As a result, many of my afternoons are spent visiting various companies, introducing my magazines and making contacts. As well as these introductions, a lot of my time in the afternoon is dedicated to conferences and interviews

At seven in the evening e-mals or phone caus start to arrive from Europe (where it is now morning). Working for nine magazines, there are aways questions to answer or information to check. At eight I have a small dinner before I actually start writing articles through until midnight. This is my routine for three weeks out of every month.

Infortunatery , don't have much time to actually play games during the week — I usually have to wait until the weekend

A fore gn correspondent has the advantage of being a long way from the head office of the magazines he/she works for, and so has a lot of freedom – although you do need to be self disciplined. Ultimately, being a correspondent in Japan is a great job, and I'm very grateful to be doing it. To work here requires lots of patience, time, and effort, But it's more than worth it.



CARE IT ON YOUR SOFA





ACTION ONTHE EDGE OF YOUR SELAT



Came is rought killer pends in 17 man anse. To wheel is a pack of the space in a sec

Rin is up on all'a chemprenson steclu in Unic Mari pingli 2006: A 1744 to semplete '97 season.

Battle i ya gamer aringalli sagregali. Diyan bili - Die soundtrack ma'ri

inunaer switch in 12 - 13. If the linishing straight

TOCA real tens total nements.

PLEASE WHEREALTH 3721/6

"Packed with smash 'em and crash 'em

and the same

26:17-37.41(1); 2416



91%





Which of these sodes enables you to pass through your epponents?

GMCOLLOFI

СММОНП

CMPASS (1 of 3)

1997'S REAL CARS, REAL TRACKS, REAL TEAMS



1694

FEAL DRIVERS, REAL VIEWS



PSM goes straight to the horse's mouth to bring you sneaky peeks at some of the major new PlayStation titles coming soon from around the world...

GRAN TURISMO
The ultimate racing game?





(1) GT is the best-looking racing game we've seen yet. [2] The replay mode almost looks like TV. (3) If you squint your eyes a bit.

Style: Racing game Publisher: SCEE Developer: SCE ,apan Release date: Spring '98

Heavens to Betsy. You should see the replay mode on SCE Japan's latest racer. Squint your eyes just a little bit and you'd swear it was video footage of real cars. Eschewing their usual cartoony style, the Japanese are working on what could be the PlayStation's most visually spectacular title...

Describe the game in 100 words Gran Turismo is a real sticicar racing sim. There, said it. The



the in-car view with the rear view mirror.

Dis Chards and

game includes some 87 licensed cars from 10 of the world's leading manufacturers, including M tsub shi, Chrysler, TVR, Subart. Aston Martin and Mazda. The development team has used detai ed performance stats to ensure that each car behaves as much I ke the real thing as possible. You start with a bit of cash and you have to buy yourself a motor - win races and you earn more cash, allowing you to buy more cars. Add a siew of circuits and a split-screen option. and we could be looking at the PlayStation's finest racer to date

is there anything in this game that we haven't seen in all the other racers available?

Certainly, there has never been a racing game with so many 'real cars - pretty much all the major manufacturers are represented with a selection of their most popular models. But what really makes Gran Turismo stand out from the crowd is the attention to detail shown in every aspect of the game, part cutarly in the look and handling of the cars themselves, True, V-Rahy's cars tooked realistic, but this takes the PlayStation a step further

What other games have influenced Gran Turismo?

Formula One is an obvious point of reference. Also the team has spent a lot of time playing World Raily Championship and Le Mons 24 Hours. Doubtless, they'll have tucked into V-Raily and before the game is finished, they'll have p ayed the excellent TOCA Touring Cars from Codemasters

What's going to be the best bit of the game?

Although this might seem a mite rude, the replay option could well. be a feature that gamers refer to





[1] Essentially, GT is a sim as opposed to an arcade racer. (2) There are loads of cars. (2) Look out for brake lights.



han usual. The game

(†) SCE Japan's in-house games haven't exactly shaken the world. But *Gran Turismo* could be the game that changes all that. (2) All the cars in the game are production models - there are over 60 of them. (3) Winning races came you cash and then you can buy better cars. (4) The replay utilises loads of cameras. (5) Night race. Starting line. (5) Advertising:







han usual. The game mazing, you'l want to crace again from a spective, and the box as if they've been by the BBC. Also, e cars are almost you can look grading to a martin or sour fancy.

to be better than any pane of its lik?

are top quality, for this of gameplay, we seen it's like y to with V-Rally and

Codemasters' new TOCA Touring
Car Championship

Any specific technical innovations to speak of?

Hurrumph. Technical innovations? This is the most photo-realistic game we've ever seen. It's just amazing. The programmers created the visuals using detailed scans of the realistic eartime and real-time lighting effects. They've also developed a new Environment.

Mapping' system and utilised their unique 'Automobile Physics Simulation Model' which was originally created for Motor Toon

What's the pedigree of the team?

The leader of the gang, Kazunori Yamauchi, has been fidding with the concept of *Gran Tunsma* for some five years, now, he worked on the original *Motor Ioan Grand Prix*, but his a miwith this project has been to produce the ultimate racing game.

(m) Victory!

Why should anyone care about the game?

Because SCE in Japan is pushing the PlayStation envelope. Gran Tunsmo is, at least in visual terms, a step forward. Once other developers start to catch on we'll be seeing the PlayStation doing things weld duft think possible. And how many other programing teams have hired out oads of cars to see how the real things actually performed?

"An excellent racing oin that plays like a dream." Codemasters introduces the PlayStation's first Touring Cor game a see sees and





WORLD SOCCER It's coming home



Style: Footbal, s m Publisher: BMG interactive Developer: Z AXIS

Release date: May '98

Imagine If England striker (an Wright had a younger brother. Who was American. And even more enthusiastic about football. He's called Gordon Bellamy and he's the creative director at California developer Z-AXIS and he's terribly excited about the company's forthcoming football game. The working title is World Soccer, although publisher BMG has signed up the Football Association licence which means it could, if it so wished, call it Three Lions on Their Way to Gay Paris. We'll see... Gordon, tell us more...



Football is the ultimate sport and deserves the altimate game. We think our game moves the footba.



(1) A fine example of the 'windmill' colebration, as developed by Mick Channon. (2) Lucky for BMG that England have made It to the World Cup, [3] Amakachi triumphs over Maidini.



[1] BMG has secured the Football Association licence so it can use pictures of the England team to promote World Soccer (working title). (2) All the real players are In the game which should be released before next year's World Cup. (3) Look out

genre forward in many ways. In gamep ay terms, graph cs, factics, audio and, most importantly, fun. You can pick up the basics of the game in minutes but you continue to pick up the ntricacies over time.

Is there anything in this game wehaven't seen in any other?

Players talking to each other on the pitch, in the rinative tongues. There are 25-man rosters [we reckon he means squads] with real names and attributes, so players can field the proper squad, with 50 man rosters (he means 'squads', again, we think] for England and Germany, Hi resolution (512 x 240) graphics, a useful offside trap, a shooting target and pass cursor. You can play the Advantage Rule. And the 1998 first and second strips.

What other football games have influenced this?

The game that influenced us the most was real football. Video

games are just another way for supporters like us to enjoy the game. So we spend a lot of time at national team and club matches, watching on satel ite, and playing ourselves on Thursdays and Sundays. [We at PSM, however, are aware of the fact that the chaps at Z-AXIS have had the odd game of ISS Pro.]

What's going to be the best bit of

The best bit is that anyone can mmediately play the game and have a great time. Oh, and the fact that the players will be shouting at each other rather than some dul. commentator constantly repeating

Why will it be better than any othe game of its ilk?

We have the best team. We've brought together the marketing might of BMG, the knowledge of



primal

(1) It's the Little And Large Show. (2) You will be able to view the games from a number of angles. As usual, (3) The Z-AXIS team is based in California, the decided of the sports games. Essentially, they are both great gameplay and good visuals. (5) And now they've got the famous Dino Dini on board. (6) The world's most expensive players bangs one in.











d team, plus Kopfke, Bierhoff, D

and World Soccer Magazine ed tor

them Iton. And, of course, a top-flight

software developer in Z-AX S

There ever a compromise between great process and great gameplay? Some motion control football games have been a bit slow, they?

the our game, When you press 'pass' the es instantly. When you press enackles immediately, Having our own on capture facility he psithe

See should anyone care about your game?

See afraid to ove football. For a
great games start at 5pm when
the choice to either go home or
see the game better. The Z AX S and

the BMG teams have stead by been putting in the late hours that you need to make the number one game.

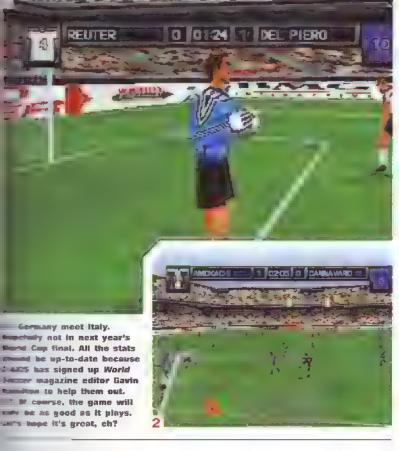
What's the pedigree of the team?

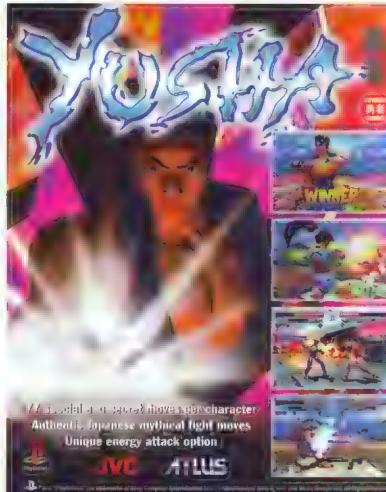
Our squad has great team depth. It's actually a mixture of veteran leadership, project leader Dino Dini (Kickoff, Goal, and not a shabby centreback in his own right), designer Gordon Bellamy (Madden NFL '96), and producer Samhouser with phenomenal work rate from an incredible team of press, engineers, marketers and artists

Tell us a secret about the game that you've told no one else

England '66 © {Dunno what this means, readers, but it could be that you get to replay the '66 World Cup Final, it would be good if it's in black and white.}









NEWMAN HAAS RACING Birth of the Indy kid

Style, Racing, actually Publisher: Psygnosis Developer: Studio 33 Release date: March '98

Indy Car racing, America's answer to Formula One, is on course to make its PlayStation debut, courtesy of racing specialist Psygnosis. The programmer, Studio 33, is based in the docklands area of Liverpool. Studio 33's Dominic Giles and Jeremy Ramsay spill some beans...

Describe your game in 100 words This is an American style racing game with great graphics and excellent programing, all combined to produce the best entertainment for the PlayStation. The overall fee of the game has been finely tuned so that the player can actually feet at one with the racing car, while nyolved with even more real-stic car dynamics including over-steer and slides, all sens tive to surface elevation and track camber. Added







(11 The game's graphics are in high resolution and Studio 33 have even included quick loading routines, CKI Nigel Mansell once tried indy Car. (3) Andretti. Famous racing name.

to this are the crashes, collisions and car damage which the user has to learn to contend with. There are three different types of race circuit four ovals, four street and seven road each with the rown specific tactical requirements, both technica, and adaptive

is there anything in this game that we have never seen in any other? There's two-player act on including up to six Al cars; an accurate application of physics has enabled the cars to crash and coulde with

spinning, lifting and nudging all combining to produce frightening rea ism, the in-car view with wing mirrors and an LCD display, showing players' apit me, race position, engine remperature, revs, turbo pressure, fuel capacity, not forgetting a sw tchable velocity sensitive aerial spatially ('What the bloody heli....?') ocated on the nose of the car; conversational (Danny Sullivan and Bob Varsha), event-sens tive commentary, which greatly improves the ambience of the game; accurate up-to-date

information on the drivers, and

their latest racing achievements, as well as track records and histories, resulting In a comprehensive account of indy Car Racing 1997.

What other games have influenced Newman Haas Racing? IndyCar 2, Bizarre Creation's F1 racing game, and Psygnosis' Demoution Derby

What is going to be the best bit of the game? Getting to grips with the dynamics to achieve maximum extra-sensory fulfilment. Experiencing the

American Indy Car racing tournament at different events





[1] Programmer Studio 33 has Included a split-screen, twoplayer option. (2) The In-car view has wing mirrors.



prigal



(1) There are 15 tracks, including a test track at Phoenix. Mind, by the time they get to Phoenix... (2) The game promises sophisticated camera dynamics. (2) Does Europe know Indy?



winning the game with the ossible

· ce better than any other game of

greatly improved fee, both sensory, involving such g disk brakes, and a mile effects. Fifteen tracks and which no ude a race outled at Phoenix, a preview of next year's treets of Houston, Texas, reate a views of moods a range from in-carly ews a views, which supply an eight game, along with a preview of the scene fully.

** ** specific technical innovations

gh resolution and has ng routines. The pit action motion capture which

involved an accurate model of an indy car and choreographed movement of a pit crew.

What's the pedigree of the team?

The co-founder has been involved with the games industry since the Spectrum days and has put together a highly qualified team of graduates from various backgrounds. The company's European team come from as far away as iceland and Greece

Why should anyone care about your game? Anyone that's interested in racing in general should be very excited about Newman Hads Racing. This is a driver's game where you race to the best of your ability, yet the amount of technical car adjustment is awesome.

Tell us a secret about your game that you have told no one else.

Pssst...There's a fantasy track which includes p glets, sheep, goats, and chaffinches. [We don't believe any of this, readers.]





to the two-player mode, there are six computer-controlled cars-





POPULOUS: THE THIRD COMING Thank God for the

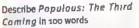
Style: God sim

Publisher: Electronic Arts

Developer: Builfrog

Release date: Spring 198

Ever since Peter Molyneux and his Bullfrog cohorts created a new genre with Populous, God sims have been incredibly popular with people looking for something more cerebral than the average beat 'em up. Many have copied the formula but few have come close to emulating the sensation of playing Populous. So it was with a huge grin that we welcomed news of the first PlayStation God sim, Populous: The Third Coming. We spoke to Pete Blow, associate producer, to get the low-down on what ought to be one of the most mentally challenging games of '98.



We've tried to keep all the things that made the or ginal game great while adding new features to make this PlayStation version even greater. We've come up with a new engine that brings a whole

new dimension to the God game, such as a 'giobe view' from which you can look down on your world. The main game view is a curved perspective which gives the player a true horizon instead of the trad bonal vanishing point.

Populous: TTC is essentially a simple game. There are few character types, but each of one has multiple functions and these are backed up by a huge number of spells.

As the general impression of publishers is that PlayStation owners don't like strategy games, why bring Populous 3 to Sony's console?

t isn't really correct to say that PlayStation gamers don't like strategy games. The fact is, there hasn't really been a glear strategy game for them to the populous: TTC with an angent hat all

Populous: TTC will hange that all the PlayStation gamers that we've approached with the Php Jours TTC concepts a title of the vibration.

How is it going to differ from the PC version? Are there going to be any PlayStation-only sections?

We'rill a written the PC version with HE Plays at on very much in mind so the PS version should be just about identical to the PC Generally, PlayStation games have sperifically tailored sections when the converted PC sections don't work too wel.

How many people are working on the title and what are their backgrounds? At the moment we have one programmer, Matt Whitton, and one artist, john Farmer, When Market Market

one artist, John Farmer, When It started at Bullfrog, he worked of Creation, whereas John has wo on Dungeon Keeper, Gene War, and SNES Theme Park

So why should anyone care ab the game?

Simply because Populaus.TTC bringing the God game, a previously unrepresented genithe PlayStation. That, and the that Populaus: TTC is bloody brilliant.

Tell us a secret about the gam that no on else knows The Shaman (a woman)

used to be a man... Modern surgery, eh?





it's never a good idea to build your village on a dormant volcano. Happily, *Populous: Th* Third Coming is full of the worst kinds of natural disasters available.





(1) The little fellas aren't clever enough to know lava is actually rather that. (2) One of the many views available.



YOU CANTUM but you can't Hyard



Dieder INTER ACTIVE

Direct, All Make Reserved, Developed by Paraster Destrictions and Date for Case (Assessed Assessed Description Co. Case



THE DESTRUCTION IN THE







If you're as good as you think you are, you'll get to drive up to 22 different vehicles on your mission of madness, including a Vespa bike, a garbage truck, a stately limousine and even a bullet-firing tank to guarantee carnage.

Whilst accidentally on purpose crashing through a Chinatown shopping centre, or dropping in to the Paris underground without a ticket, don't forget the race against the clock to grab the valuables. The "Crash Cam" camera view will ensure you don't miss a moment of destruction. Just the job!

"Felony paves the way for a new breed of racing games."

C&VG 4/5

"A riotous, ram-raiding feast of felonious fun"

Official Playstation magazine

"Easygoing gameplay and stacks of cars make this more refreshing than colonic irrigation"

Playstation Plus

















This month, bugs in Syndicate Wars, satisfying the girls, unrealistic racing sims and 'intelligent' games...



An issue? Bless you
What the heli is going on? I was browsing

through the rival magazines at the loca newsies and, to my shock and horror, was told that PSMZ4 was sold out and unayai able , and P5M25 was set for re ease. Can you imagine the distress it caused me to discover that I'd missed one of the most important issues of your prest glous magazines, the F1 '97' ssue? So 'd ike a formal apology and a large amount of PlayStation games to ease my elderly bones and aching heart, being +9 and all that, it was even more horrific when you reviewed The Lost World. I had purchased this a week before the magazine's eventual re ease How could you pound such a good 2D p atform game? know the 2D platformer is dying fast nowadays but Lost World is the best of ts kind on the PlayStation The sound is

mazing and

an mat on s close to

e hell did it get a

+ 3/107 So What

* are sabtofa

__ at east

spectacular so

you can't moan about the game not being great value for money. Finally, where is Jacques Villeneuve in F1 '97' is he so big headed that he demanded for his name to be taken out of the game, or does. Psygnos is presume that everyone wants to be the Williams machine which I personally think requires no real talent to drive due to its mechanical amazingness.

Ben Russell 'RUSSELL.8 J' ARCH7085@arch.port.ac.uk

Keep up with the times, daddio. We release an issue every four weeks, although we do know it sels out rather quickly in some places. Keep one eye on the 'Next Month' page each issue. And your plethora of games are in the post. Jimmy Hill. A few of you reckon we were a mite harsh on *The Lost World.* others heartily appliauded the lowly 3/10 we awarded it. What eise? Right, Jacques Vi leneuve Jacques was taken out of the game for contractual reasons of some sort, but then Psygnosis has one or two other problems with the I cence for F1 '97 let's hope its sorted out soon.

Bug wars

After reading your review of Syndicate Wars a friend of mine rushed out and bought the game. We were fans of the original Syndicate Wars and we were eager to play the new version. After several days of INTENSE gamep ay, the game was duly completed with

both the churchers and the

Eurocorp. However the period of intense gamep ay turned up several dreaded BuGS, (1) Infinite timebombs (used to destroy entire c ties 2) Infinite cataclysms (made the ast few leve's easy, (3) Fully automatic LR rifle (used up the entire amino bar in one burst and could take out a flyer with one shot,

A SMALL LETTER



print on a turquo se background and, 'm sorry, I'm afra d I just can't make it out at a I without my grandad's insectomagnifying ens 2000+I Okay, admit won't see 12 again (!), but please don't make me fee ike a granny before my time

We I done and thanks for all your hard work Julie Ann Rowe, drrowe@netcomuk.co.uk

Congratulations on an excellent magazine. I have one tiny, little comment to make that could be a teensy weensy bit negative. I not ced while reading this months issue, that was getting a faint, strained feel around the eye region. I was squinting! Of course, I realise that there's heaps to pack into the mag, but bit inter, how come i suddenly need a magnifying glass to read it? The print is SMALL and appears to be getting smaller. Add to that white

Do you know, our mums say exactly the same thing. Perhaps one month we could do a great magnifying glass covermount. Seriously, No., Seriously, the text does look a little bit fuzzy in the PSM25 feature ("Wondertoy") but if you pretend that you've got really bad eyes ght and squint, you can just about pick up the thread Unfortunately, we're biessed with three designers who have 20/20 vision although sometimes you wouldn't know it!

(4) Disappearing/reappearing weapons , weapons lying on the ground would suddenly disappear when you walked up to them, but return when you went away) (5) Victous central locking (agents trapped inside cars unable to escape!) (6) Stapid agents (your agent would walk the opposite way you'd directed him) // Cryovat thieves (return from a mission only to discover that somebody's pinched your agents from storage,

These are only a few of the bugs we encountered and most occurred when we were playing with three or more players on a Multi-Tap. We have also found the same bugs on different copies of the game running on different machines, so we're fairly sure it's the whole game and not just our version. Is anyone else having this problem? Syndicate Wars is still a

great game but these bugs suggest that Bullfrog are slipping. We never found a single bug in the ong hal game on the Amiga, so how did they miss these?

Stuart Simpson. Lumphanan, Aberdeenshire

Has anyone eise suffered similar problems? We've mostly been playing the game in one-player mode so we haven to come across these bugs. Drop us a line if you've found bugs in *Syndicate*. In the meantime, you can contact the publisher, Electronic Arts. on 01753 549442.

A, RPC, SCEE, SNES, FMV, PAL, H E.L.L.O?

A , RPG, SCEE, SNES, FMV, PAE, H E.E.E.O.P How about some sort of gamespeak vocabulary guide every now and again.



Letters

➤ for the thousands of your readers that didn't camp outside the front doors of MMV in 1995 for their little grey box, but came on board somewhat more recently. Congratulations on your latest ABC but surely the LK's 'fastest growing magazine, though deserving this accolade is aware that by definition its readership is made up substantially of issue 25 newcomers?

Okay, so we can work out some of the more obvious term no ogy, neverthe essible detect a tendency to presume that us of are blessed with a knowledge as infallible as yours (yes, we're envious - no, we're not telepathic). If we been reading loyally for seven issues but only recently fathomed what 'RPC' meant, courtesy of your fine case study on the genre. And there you go Now I'm using words like genre not to mention 'shoot 'emilip,' (texture-mapping' and 'real-time' (isn't that a foot elitemin).

Come on, guys, Take it from the top with a big juicy word and phrase guide that we can cut out and use to enjoy your excellent editorial features with the leve of understanding they obviously warrant. Keep up the good work

G Knapton,

A fair cop, Indeed C. We've been aware of the need to cater for beginners but we've somehow put it back to the New Year There was an A-Z terminology guide in PSMI which is no good to you obviously. Just to let you know we do think of these things and you can expect a definitive A-Z early next year.

Well ISS'ed off

I just thought I'd write to show my disappointment with your issue 25 demo disc. On the Next Month page in issue 24 you advertised an ISS Pro demo for PSM25, but it never appeared. After reading through the whose of issue 25. I'm still searching for an apology or at least a reason for this exclusion. I trust you can come up with enough but to cover it Apart from this, I am pretty impressed with your contents. At least you don't have to resort to printing topless pictures of wara Croft like some magazines.

Wendy Livingstone, Norwich

Wendy, it almost sounds like you're not even vaguely interested in the magazine, merely the CD affixed to it. The ISS Prodemo has slipped simply because it isn't working properly. And when SCEE receives a demo which isn't working properly, it has to go back to the coder. Unfortunately, known is in Japan and this takes some



SILVER LINING



I read your account of the success of the Platinum range in the November issue with some bemusement, is it any real surprise that Air Combat should self more copies at £20 than it did at £45? Could this mean that Sony has finally realised that allower price point equals the sale of more games? Probably not, while poor suckers like me are she ling out £45 for new titles.

But if Sony want to inch further ahead of Nintendo, then a drop in price of new titles would be a logical move. There's no earthly reason why new PlayStation games couldn't retail for £30 (the same price as most new PC CD-ROM games, so if I hear another fudged excuse about development costs if scream). Given the expense of cartridge-based games Nintendo couldn't really compete against this price.

Considering the success of the Platinum range and given how mind bogglingly chean COs are, why

doing, Heck, go out and buy the game. It's brokent. You won't be disappointed

What a Mullarkey!

What is happening to the racing game genre? They are becoming too unreal stic and totally unplayable FI in GP mode was the first cu prit. Fargive me if 'm wrong but when I'm watching a Grand Prix on the TV the cars JUST DON'T go spinning out of contro when they go over a blade of grass. And now we have V-Rally which is even worse and sn't really a racing game at all Why? Well, because too much emphasis is made on whether you can complete the course without rolling or spinning the car and there's a real sense of achievement when you do this regardless of what position you come. You end up racing against yourse f and nobody eise. weird. So just what frictionless planet are these programmers from and who taught them physics?

Kevin J Mullarkey mullarkey@fs5.ee.umist.ac.uk

En? We reckon that F1 '97 and V-Raily are two of this year's finest games. V-Raily not a racing game at all? Calm down, calm down. What planet are you from? The

doesn't Sony Introduce a Gold range of games at £157 This could consist of the titles that are still pretty not but d dn t quite reach the magic 250.000 sales point Below this there could be a 5-liver range at £10 and a Bronze range of Yaroze stuff for £5 They could even introduce a Pluton um range of games where retailers pay us a fiver to take away rubbish like The Lost World and Rebel Assault 2 Anyway id be nterested to hear your views

Andrew G Gibson
Janeandy@aol.com

SCEE has already dropped the price of the titles they publish to £34 99, which is why games such as Rage Racer and Soul Blade rolled in at such a decent price indeed, some folk thought the games were second hand or pirate versions 5 mp y because they thought they d have to pay £45 50. And Final Fantasy VII has been sens bly priced at £45 - it does come on three discs. So, at least we're moving in the right direction. Eldos knows for certain that releasing Tomb Raider 2 at £50 w l not harm its sales one jot. And you don't fee too bad shelling out for something decent, it's only when you spend £45 on a stinker that it gets really painful

> Grand Prix mode in FI 97 reflects the trick er side of Formula One for sure, but that's why there's a

Ridge Racer-esque arcade section for you to poot ela ong in.

Fair game?

I'd just like to share my opin on on the state of the games industry. bought a PlayStation exactly one year ago. You may reasonably assume that have a collection of titles by now. We I I do. Two in fact - Tomb Raider and Resident Evil Two excellent titles the sort of games thought would be abundant on this machine, which has such obvious potentia. A year later and the ayer of dust on my grey box is getting thicker I can't believe how disappointing the market is. When are developers going to start using this technology to do something different? Must we endure endless car games and beat 'em ups forever? Look at any man order I st and work out the percentage these tit es take up I got over my car fascination when I was 14 I'm 21 now and I want a bit more depth, and I'm sure I'm not the only one.

'm not a fussy player - I like many

genres and 'm a ways open to new ones. I just fee, that many areas of the market are being neg ected. Do developers have the att tude that only PC owners have the intell gence to cope with anything more than Tekken? Admitted v. the Christmas months looks better, perhaps main y due to Tomb Raider 2 Final Fantasy VII and MDK, but what of the rest of the year? I thought the PlayStation was supposed to be an 'older' players' mach ne. Come on, developers. You know what we like, so why only give us a fraction of 17

Jason Mitchells, Godalming

PC owners would ove to be able to play Tekken. The simple truth is that there is more variety on the PlayStation than you could wish to find in any £130 machine. And we're not toeing any party line, because we've had our mombles in the past about the quality of many of the games arriving on the shelves. Yes, it dibence to see more strategy games. Why not check out Syndicate Wars and the X Com games and hopefully, as the market expands, we'll see publishers taking a few more risks on games that are not expected to se' 1300,000-plus.

It's raining men

As a relative y new owner of a PlayStation and reader of your mag, I d just like to say how amazing I think both are. I have never spent so many contented evenings at home in front of the telly it my ife or so many contented lunch hours reading! The only thing I ask is can we please please stop all this sexual discrimination? f we are going to have buxom young wenches, dressed in little more than a tea towel, running around saving the planets and stuff, then let's make it fair and give all of us girls some decent men to look at At the moment, about the best we have it Fargus from Pandemonium, or Abe the Mudokon! Come on all you (male) games designers, lighten up and give us gir les something to drop over as well

While im here, can you tell me. 1) What RPG stands for? 2) When the next Oddworld game is coming out and. 3) If there's anywhere that has a really good selection of older titles to rent, as my ocal 8 orkbuster is pooh?

Nina Andrews nina.andrews@gs.com

The majority of PlayStation gamers are male, and in the past, the majority of videogame protagonists have also been male. Lara Croft changed all that, of course. But heck, there's plenty of chaps knocking about in beat 'emilips and the like. Muscles, tight pants. You want to geyourse fia footballigame. You can have 2 blokes AND also ection of substitutes.

And to answer your questions: 1) Roll Playing Game, as it happens: 2) Himm, no definite plans as yet for a seguel but we' keep you posted: 3) Sorry, no Beg, borrow and steal: Okay, so mayoe not the last bit.



ACCOLADE

Opposites

attract.



TEST DRIVE

BEAUTY US. BEAST











Id I ke to point out that you guys have a great magazine I'm originally from Austria, and 've started university in London At first I wasn't sure whether to buy your mag since was used to reading German games mags which are, by the way, very informative. If ink what changed my mind was that you guys actually reviewed.

F1 '97 before any of the Germans The ayout was really nice and all the info about

other games was
Interesting So from now on I
Will buy your mag every month
Now have a few questions

- On mainland Europe everybody disk ked the Actua Soccer series, but here it seems to beat FIFA. The same thing counts for Kick Off Why?
- I played Tekken 3 in the arcades and it isn't as great as Tekken. What do you guys think?
- How come the games here are so bloody expensive? Back in Austria you'd pay £40 at the most, and the PlayStation is a so about £30-35 cheaper in Austria
- O D dn't Sony start a price campaign in England to give the N64 more of a challenge?
- s the Saturn popular here since the prices are so high? in Austria and Cermany only about 140,000 units were so disince the release (not too popular)
- What is so special about
 Street Fighter EX and when is it
 coming out?

D Caacbay tp7009@qmw.ac.uk

- Storming general sation there, D. Everyone in main and Europe? What was the question?
- They're not that dissimilar .et's wait until it hits the console, first
- The games here are £35 45 not a massive difference
- ♠ The PlayStation is giving the N64 more than enough of a challenge as it is In fact 500y has beaten N ntendo at its lawn game
- 6 The Saturn isn't popular here,

despite the fact it's got some excel ent games

Oit's a fantastic beat 'em up, with all the moves from the 2D game but with 3D visuals. And it's out now.

First of all dijust like to say I've enjoyed your magazine since February 1996 and it just gets better every month

now] The questions I would I ke

have heard there is a new

out on the PC. Is there any

games, Wing Commander 4

date for Actua Soccer 27

1 Is there a confirmed release

When is Marvei Superheraes

Vs Street Fighter coming out?

2623watsong@montagu.thepla

There is a chance, but you'l

have to wait many months.

1 You'll be able to buy them

separately before the Versus

match which is not a confirmed

I would like to know whether

1 What will FIFA 98 be ike is it

Jonah Lomu Rugby is the only rugby sim on the PlayStat on?

1 is. And don't hold your

2 Doubtless, similar to the others. We don't think EA has

high hopes for this version

Now LucasArts is developing

for the PlayStat on, does it have

breath for the next one

ve played the arcade and was

being the better

hpoked completely

Gareth Watson

A It's out NOW

conversion as vet

Robert Luyo-Sanchez

Durban, South Africa

any good?

Wing Commander game coming

chance that this game is coming

out on the PlayStation as I have

both the other Wing Commander

blush no.

lgash, we're

Robin Watts, Woodstock Robin,Watts@wss.co.uk

able to buy Time Crisis

meant me?

with this?

Sad y, the answer is 'no on all counts. It would be good if they d d, though
 Hmm

any plans to convert The Curse

Of Monkey Island (aka Monkey

Island 3) which is due out for

chances of a compllation disc of

go dies? Loom, Maniac Mansion, Monkey Island 1 & 2. Day of the

the PC in November? If so

when? Also, what are the

the company's o dies but

Tentacle, Sam N Max. etc.

@ Will G-Palice support the

rumble option provided with

re aunched with this feature

ntroduced (as I be revells the

p an) will developers be building

support in to games for it in the

1 There is apparently to be a

Time Crisis compatible gan out

which supports recoil will be

packaged without a gun to use

fore gn versions of the Analog

joypad? If the joypads are to be

Time Crisis comes already packaged with a gun

I'm sure that a couple of months ago you promised to review a new steering wheel coming on to the market, I assume this was the Top Cear wheel advertised somewhere in PSM. As my Camester has recently given up the ghost after a year of heavy use, could you tell me which would be the best one to buy?

Russell Finch julie.clarke@williambaird.sprint .com

The Top Gear steering wheel as seen in the peripherals section of this month's Christmas Special feature, is probably the best around at the moment. It not sun at a cool £70, though

first of a I we would just like to say well done on your brilliant mag! Together we have it from some 16 to the present issue and must say it's not only by far the best PlayStat on mag around but it a so comes with a superbidemo CD, and all for a fiver Anyway we do have a questions for you to answer

- (1) In many issues of your mag you are wrong about what's on next months demo CD Why are you doing this and can you please stop?
- Will Fighting Force be worth getting, and when is it coming out?

From Ed & Alex, Cheltenham.

🚺 lt's a de iberate attempt at

mis nformation. Agents urk everywhere and so we try and foo ' them into be reving that certain demos will appear. Ha, ha, haaaaaaa. Actually, the CD verv occasionally changes at the ast minute because a demo hasn't been written to the right specification. Or something. These things happen in the wonderful world of publishing.

2 Fighting Force is fun, if rather imiting it's out now, too

Which games can you play with two players without a Musti Tap? Jan Heeks,

coads and loads, ian Ail the beat emups, for starters. All the sports games, too. And many driving games have a two

1 Is is true that Premier

Manager '98 has been de ayed

unt 1 10 January 98?

player, split screen option

- Whatever happened to the ISS Pro demo?
- Any war strategy games in the pipeline?
- Are we going to have an extraid so with all the games coming out at this time of year?

Paul Brazier, Huyton

Worrester

- The first week in February is the closest Grem in can offer at the moment.
- Hmm. The boffins at SCEE have been having trouble getting the version from Konam to work. We if get there Hopefully.
- Hex based war games? Try Red Alert Instead
- As uck wou dn't have t, demo CDs cost money We're

trying to pile extra ones on the first disc as we speak

I have spent the last few months marvel ing over the wonders of V-Raily when heard that V-Raily 98 s n the pipe ine, s this true? And what about Tekken 37 Also what are the top three games you recommend buy at Christmas?

Tom Mitchell, Troon

There will be another V-Rally till be at the starting Fine in June next year. There will be more cars, although there won't be as many courses. However, a track editor will enable you to make up your own circuits. Smart. And what about Tekken 37 Don't worry, its happening in the spring of 1998 and we look forward to it with no little glee. As for your three Christmas games, you can't go far wrong with Tomb Raider 2, Final Fantasy VII and Time Crisis.

- Is Formula One '97 worth getting if you've already have the or ginal?
- Which is the best footie management game for the PlayStation?
- How do you handball in adidas Power Soccer?

Ross Banham, Great Yarmouth

- The sequel is great, but if you haven't got V Raily, why not check that out ostead. It really is one of the most complete racing games we've ever seen
- Best wait until early next year for Premier Manager '98. It's going to be quite superb
- We didn't know you could Anyway, it's against the rules



Ocean's V-Raily is one of the finest racing games PSM has ever seen, and a sequel is planned for June next year.



PRESSURE?

CONTROL ONE OF TWELVE INCREDIBLE SUBS

PLOMB THE DEPTHS OF STUNNING UNDERWATER ENVIRONMENTS

CRITICAL
DEPTH



The design of the second production of the second s

PrePlay Skull Monkeys



With every man and his dog working on that illusive 3D Mario clone, publishers with a top-quality 2D platform game could be set to clean up. Here's one of the hot contenders

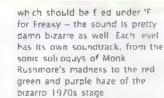
> ou'll have to travel a ong way before you come across such a warped game as Skull Monkeys This comes as a sequel to last year's PC chump The Neverhood Chronicles which saw Kayman fighting the evil Kogg As you'd expect, good overcame evil and the bad guy was jettisoned into space never to be seen again... until the sequel that is. Crashing on the planet idznak, Klogg, taken by the simple Skull Monkeys as some kind of God, outs plans in place to destroy the very world he was exced from, kidnapping your character in the process. Not

> Despite being described as a traditional platform game, SM is anything but, featuring some of the werdest images since Shane Richie last visited our TV screens Fair enough, the game plays ke your average '80s platformer but it's the style of the graphics which will get everyone talking Instead of following the traditional route of pixels and polygons, developer Neverhood has used a system more suited to Tony Hart than Tomb Raider clay an mat on. Think a chemically a tered Wallace and Gromit and you get a fairly good the of what to expect

the best day you've ever had

It's not only the graph cs

(1) The floral level. Looks pretty, plays lil the devil. (2) Get too close to any of the ba guys and you'll find yourself sprayed acro the screen like a che



Actual gamepiay is spread over 20 themed leves, with five sections in each. Along with the usual jumping, ducking and bouncing, SM also includes more than its fair share of unusua deas. To help you fight the more powerful badd es there are a

manner of power-ups dotted around the levels. Not the usuabox of tricks; instead the gamer can use a wonderful Hamstershield to fend off the bad guys while pesting enemies with powerful volleys from the Universe Enema or the Farthead weapon, Who said PlayStation games had to be adult?

Judging by the brief but frantic platforming PSM enjoyed Skull Monkeys promises to be a lot of fun Loti next month's review though it's back to the Play-Doh...



[1] Each time you stomp on a monkey's head it explodes in a bright flash of light. (2) The Grecian level.

31 Expect to spend a

t of time jumping.

Electronic Arts

■ RELEASE DATE:

December ■ PLAYERS

■ STYLE:

. OPER: Dreamworks Interactive

United States

2D platformer











immaculate selection



Letua Soccer 2



MD





Of The Gobbos



V Rolly







MEGASTORES beyond entertainment

PrePlay Auto Destruct



What's going on 'ere? A game from Electronic Arts around Christmas time without a year in the title? Must be a car game, then

> kay, we only have a page so let's det straight into it. The plot. You play a racing driver who witnessed the saughter of your wife and ch d by the ev. Disciples of Lazarus. Hellbent on revenge you're recruited by a mysterious organisation with promises to fund your quest for retribution if you side with them in their battle against the cult

> Armed with the mutts nuts of an armoured car, a Knight Rider for the 21st century, it's your job to drive round the cities of San Francisco, New York and Tokyo performing the usual variety of missions, from obliterating enemy cars, guarding VIPs and escorting



(1) It must be San Francisco hore's the Goldengate Bridge. (2) Hit a car with a rocket and it reaches a very satisfying height.

targets safely through dangerous areas. As you can quess by now, Auto Destruct isn't the most prograd of ideas, but where it does show some innovation (well, almost) is the track system. While most other games whack the driver on a set route, AD favours a system akin to Konami's stupendous arcade racer GTI Club, where you can sk d freely round a

Med terranean town If you want to take a break from hunting Disc ples or just fancy practising your racing sk is (after a l, you used to be a championship racer), give the time trial option a blast Starting on the bridge, you tear round the streets guided by a huge arrow. Even if you're not that bothered about beating the bad guys or clocking the best

times, it's damn good fun to scream around the cities smashing Into shops, cars and ahem, people. Okay, so it's not entirely legal but that's part of the pleasure isn't it?

> The game was doing well until we had to reload it and came across the Language Se ection page. Rather than use a Union flag to indicate English, the Swedish developer has chosen the stars and

stripes of the USA, We were more than a little annoyed

Auto Destruct is far from finished but it's looking promising. Meanwhile were off to stock Lp on Knight Rider videos.





Knight Rider, Just without David Hasselhoff, Bonus!



(1) As explosions go, these are right from the top drawer. (2) The helicopter offers help whenever you need it.

■ PUBLISHER:

Electronic Arts ■ RELEASE DATE:

December

■ PLAYERS:

■ DEVELOPER:

Neurostone

Sweden

■ STYLE:

Racing game











PrePlay Steel Reign



Ah, the fragrant joy that is charging around a battlefield in an armoured tank the size of a small leisure centre. Again



[1] And that is a soonto-be ex-satellite dish... [2] Heatsensitive missites make picking off helicopters a cinch.

Twin, Dona d Sutherland in Kelly's Heroes, those little army fellas

from Wacky Races... Not the most obvious of role models for a young PayStation owner, but now picture these chaps behind the wheel of a tank and suddenly they re transformed into possibly the groov est people ever to stalk the Earth. See, tanks are brilliant, tanks on the PlayStation are also bril ant, and given that SCEE's atest game involves driving one of these killing machines around and blowing the soon not to-beiving daylights out of anything that moves, Steel Reign could just be bril ant as well

Playing a war hero assigned to coordinate a new breed of

supertanks, your arch-nemes s has decided to stage a military coup using all manner of heticopters, missile carriers, tanks and pround troops. His mission? Overthrow the government, swipe the plans for your shiny, new battal on and basical viturn your nether regions Into so much kedgeree. Your mission? Traverse a 10- evel 3D batt effetd, destroy radar Installations and munitions damps, and return the country to its rightful government

A tough job, but then you've got those supertanks up your virtual sleeve, a blessed with an arsenal of plasma cannons, aser duns, ion cannons and chain ouns - essential pear. given the 10 levels of utter maynem that awaits Designed using Chantemars 3D Real Terrain Technology engine, it doesn't matter whether you're taking on tanks in the desert or militia encampments n now-deserted Sjoberg City, the an mation is smooth as silk with sumptuous detail. And as your phoen x miss e blasts the gubbins out of a passing electricity pylon, there's plenty of interactivity with the polygonal environment. It's not exactly render heaven but with an added rocket's eve view Missile Cam. Steel Reign looks just dandy for

the more ambitious ramraider Naturally, a cthis carnage could take some getting used to so Chantemar has added a two player, head to head opt on where you and a 'friend' can play armoured gladiators over six batt effe ds Locate your opponent's position with the on screen map, skulk behind a street corner, then launch that salvo of metalisc death at all and sundry. And with 11 tanks to choose from, Steel Reign should keep you is the turret for many an hou-

Drawbacks? We I, it may not scream 10/10 in the ong hasty or even longevity stakes but SR is fast, fun and after a Christmas of almost unbearable niceness, could be just what you need. The





[1] Level One's desert storm. [2] Alternate between the weapons shown in the bottom corners of the screen.

SCEE ■ RELEASE DATE

Early '98 ■ PLAYERS:

United States ■ STYLE:

Futuristic tank simulation

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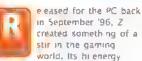




Send zillions of little red robots to their doom in the name of strategy gaming? PSM says, 'YES!'



think we spent ages on that fort and everything, (2) Yet more carefullyorchestrated carnage in the name of interplanetary peace...



m shmash of gags, sci-fi stylings plus trigger-happy strategy gameplay made Z a much-hyped beast that couldn't quite match Command & Conquer in the gameplay stakes but had more than enough chutzpah to earn it high scores aplenty and many a slathering disciple.

And now PlayStation owners will finally get to see just what al the fuss was about Interplanetary wargames prayed out by swarms of multi-coloured robots, the objective is to defeat your opponent by overwhe ming his mechanised troops and destroying his HQ. Actually doing this is another kettle of astrofish, for be he humano d or computer, not only is your enemy intent on blasting the gubbins out of your troops and HQ but there's five different planets to conquer, each with four seasonally varied patt efie ds to overcome

But Whether its Arctic waste and or parched sand dunes, the general gamep ay remains the same. Each battlef eld is spit into several territories - one contro ed by the red army (you), one controlled by the blue army (your opponent), with the others up for grabs. Using an on-screen control panel to coordinate your robo troops efforts, stear territories by building factories and radar stations, collecting fresh weaponry, burding new robots and launching attacks on your hap ess opposition. As with C&C, the more advanced your manoeuvres, the more frantic your scro ing will become

The reward for such sterling efforts? Well, the prospect of 20 levels of further death ong ory escapades could appeal to the more hardy but in the best m litary tradition, a thorough grif ng from your boss Commander Zed, is your only real remuneration, A gonzoid mix of Apocalypse Now's Lieutenant Colonel Ki gore and Metal Mickey. Z boasts over half an hour's worth of FMV starring this rumbustious tin can, constantly barking orders at your worthless h de But for the more techy strategist, even more impressive are the stats behind all this gamep ay. Each of Zs six robots can perform 40 different actions, crafted from over 2000 animated frames - and as your minions head off to their uncertain doom it makes for some

supersmooth action that could just give C&C a rival in the strategy stakes Now drop and give me twenty...



as your troops head

off into battle further and





(1) Different planets mean different climates - In this case, a spowy tundra, (2, 3) Not that it's helping here, but each player's fort comes equipped with the necessary firepower.

SCEE # RELEASE DATE:

January

PLAYERS:

■ STYLE:

One or two

Bitmap Brothers/GT - ORIGIN:

Action/strategy

DREDD IS THE LAW THIS IS THE GAME OU BENTLE JUDGE





- Dredd prapels you ah a frenzy of explosive person 3D action

- 1 to the

and up your light-gun and get or action.



MAL SOUR APPROVED 130MT-BURN

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PrePlay Spice World



They're on CD, they're on tape, they're On magazine covers, they're on TV, they're on posters, they're on calendars, they're on umpteen adverts... they're even On Crisp packets. Now the Spice Girls are on the PlayStation. A dream come true, or a terrible nightmare?

proof w I, obviously, be in the

pudding, but the programming

Gir's fans, though, there will be

material on the disc is exclusive

to PayStation', attests Mick. 'We

sessions with them in Cannes at the beginning of October, during

their rehearsals for the recent

Istanbul concerts. The risc also

includes other interview material

recorded by their management,

recording sessions, and a live

performance from the Cannes

has not been previously seen.

footage of rehearsals and

new stuff which they've never

seen, 'Most of the interview

recorded our own interview

team has certainly wasted no

time in putting Spice World



he ubiguitous Spice Cirls are heading for the PlayStation, Having endorsed everything from Pepsi Max to Impulse under-arm squirty stuff, the group's next target is the v deogames market. But don't expect to see them bashing up pop rivals Oasts or driving fast cars. The projects Mick Sawyer explains: 'It isn't really a game, more an activity disc combining pop documentary elements with specific challenges. You'll be able to remix one of five Spice Girls tracks, rehearse a Spice Cirls dance routine, and combine the two in a TV performance. The pop documentary material taxes the user into different areas of the Spice Giris' lives - movies and video, live performance, television and in-between random questions are flung out at the Spice Gir's by some an mated fans'.

A quick cash-n or a genuine attempt to stretch further the boundaries of Sony's console? The



Art st Jason Milson has been working on caricatures of the girls, but inevitably, it will be the Spice Girls' management who (working title) together. For Spice have final approvas over what does and doesn't appear on the disc. But there will definitely be a lew tunes from the first and second album, Um, say you will be there ...



(1) Facing the intimidating glare of the paparazzi is just one of the hazards of being a Spice Girl. (2) And here they are, Sporty, Scarey, Sozy, Mick and Titch. (3) Be a choreographer in the dance section

[1] Sony think the Spice Girls game will break humanimum on the PlayStation. [2] Not graphical ones, we presume.

SCEE RELEASE DATE:

■ PLAYERS: January

Film Festival, Most of this footage

In-house

■ ORIGIN:

■ STYLE ·

Spice RPG. Sort of...

EYEFOR AN EYE TOOTH FOR A TOOT!



STARRING HURT HECTICIN

"THE ULTIMATE SHOOT'EM UP"



INCOME BERLING LARA CROPT

"The sheer amount of thought that has clearly gone into each section makes a mockery of just about any other computer game you care to mention. There's not one lazy moment."

PC Zone 94%

"Tomb Raider 2 takes the original by the scruff of the neck.
Who'd have thought it could get better?"

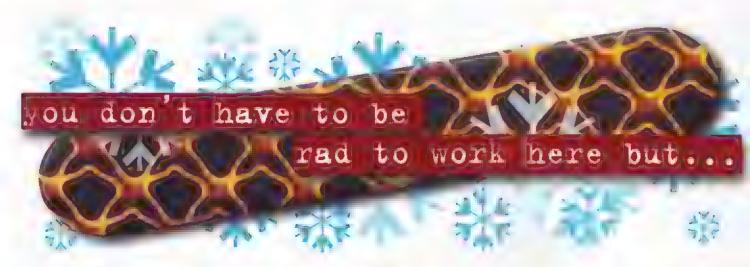
Official PlayStation Magazine 10/10 Pa







PrePlay Cool Boarders 2



Like the idea of Strapping yourself to a plank, hurtling down an icy ravine before attempting something called a 'fakie'? You do? Welcome, then, to your Spiritual home...

> little under a year ago. Cool Boarders received a decided y frosty reception. Sure, the idea of having something as downright hep as snowboarding on your PayStation was ace, but when the CD contained nothing but a oned mensional racing game with a naff soundtrack so so graphics and all the Variety of an Oasis g.g., Sure, pulling the odd trick was su tably rad but no amount of cleverly rendered Stüssy anoraks was ever going to make

hen it was released

Someone has obviously been listening because Cool Boarders 2 is an ool Boarders 2 is an improvement of almost illegal proportions



(1) Hang on a minute, that looks like Stratford-On-Avon... 121 The, um, raddest addition to Cool Boarders 2 is the Halfpipe option. Launch yourself off the lip, hit those buttons maniacally and you'll soon be pulling a 540° Johanflip With Indy Grab. Whatever that is... (2) Stray too close to the lip and Wil E Coyote-style oblivion awaits

Cool Boarders anything other than expensive wish fulf ment for PlayStation owners who live samewhere hot Na robi, perhaps So what happened? Well, PSM

awarded CB a generous 6/10 and despite the volum hous earmuffs these snowboardy types wear, someone at UEP has obviously been istening to our whingeing because even from a preview copy, CB2 is an improvement of guite possibly illegal proportions Cool graphics, cooler soundtrack brand new courses and competitions, that much-needed two-player option... You name it. LEP has stripped it down, and generally transformed CB into the bal s-out, no-brakes, he p-l'm-45 foot-in-the-air-and-about-to-die painfully limbfest that it always should have been

Some deta's then, While CB featured only the one downhill option with a piffling three courses, January's sequel is laden with fresh goodies. Now rather



Grabs (don't ask) while pissing it down the North Face of the Eiger, LEP has included two new options the equally self explanatory Ha fpipe and Big Air games. A game for those who enjoy landing knackers first on the lip of a hollowed out iceberg, Halfpipe will have you attempting all those funky mid air moves skateboarders pull off but with



■ DEVELOPER:

UEP Systems

■ STYLE:

Arcade racing

■ RELEASE DATE:

January

■ PLAYERS:

Two

1: Bedge your button-bashing and the only trick you'll make is faceplant To ley beach To Quick Trip To Casualty... [2] Watch out for those warning signposts. There's property about with the chance to grab extra points for any deft moves you make.

3-61 Downhill time - so work that board around the course to pick up extra speed, fit in as many mid-air tricks as you can before the finish line arrives











With action replays and on-screen hints, you'll soon be making Backside Shifties with the gnarliest of them

CB2 still contains enough treats to pradicate all thoughts of its inconceived predecessor. Even the Freestyle downhill option has been bolstered with the addition of a split-screen, two player version (choose between Yagg , Jin, Cindy and Irin), intense competition options and extra courses. We've only seen three so far - including the wistful Sunset Downhill and downright suicida Bear In The Forest - but with another seven to come in the full version, CB2 promises to Americanise the vocabulary of most PS owners before February, A Cood Thing Well, just this once

the obvious benefits of snow over concrete "Attempt" is the key word, here, for it will require many a keypad twiddle before Fakie To Fronts de Melancho es and Lien Airs will appear in your tricks repertoire. Litterly infuriating, but with the benefit of those ever-watchable action replays plus handy on screen hints, you'll soon be making Backside Shifties with the gnaflest of them. Maybe

CB2's second new option is Big Air. A hybrid of both Freestyle and Halfpipe, hurtle down a downhill track and as the crowd brays over one of 10 new soundtracks (from Jazzy drum n'bass to ambient techno),

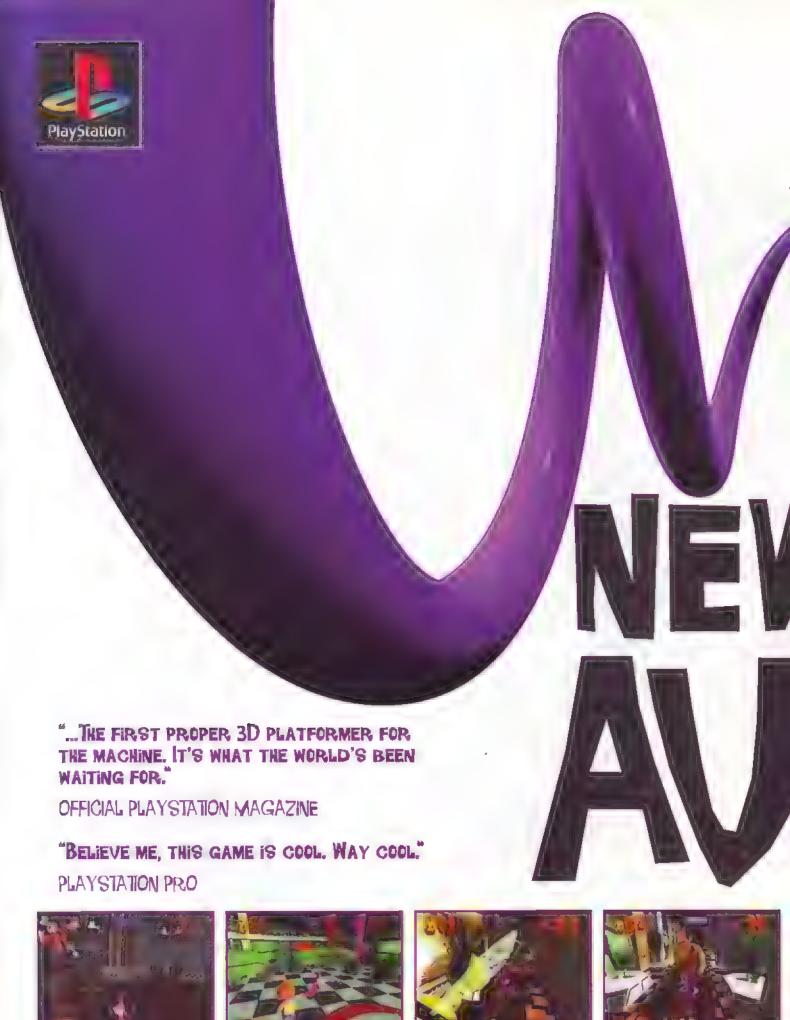
attempt the tricks that flash up on screen. Make the trick? A hyperactive commentator screams 'Coo!' and your time is duly extended. Screw up and end up arse over-board? 'Uncool!' is Mr Annoying's verdict and it's back off to the practice slopes for you Again, infurlating stuff but a zillion miles on from the original Who do we thank for that? Eminent snowboardy mag TransWorld Snowboarding has supplied the video sequence that makes up CBZ's opening FMV intro and it's this type of added expert se that could just make the game one of the first smashes of '98

Back at preview level, though,





(1) Don't like your Cool Boarder's snow clobber? Change it here. [2] Only Round One but that looks dangerous...

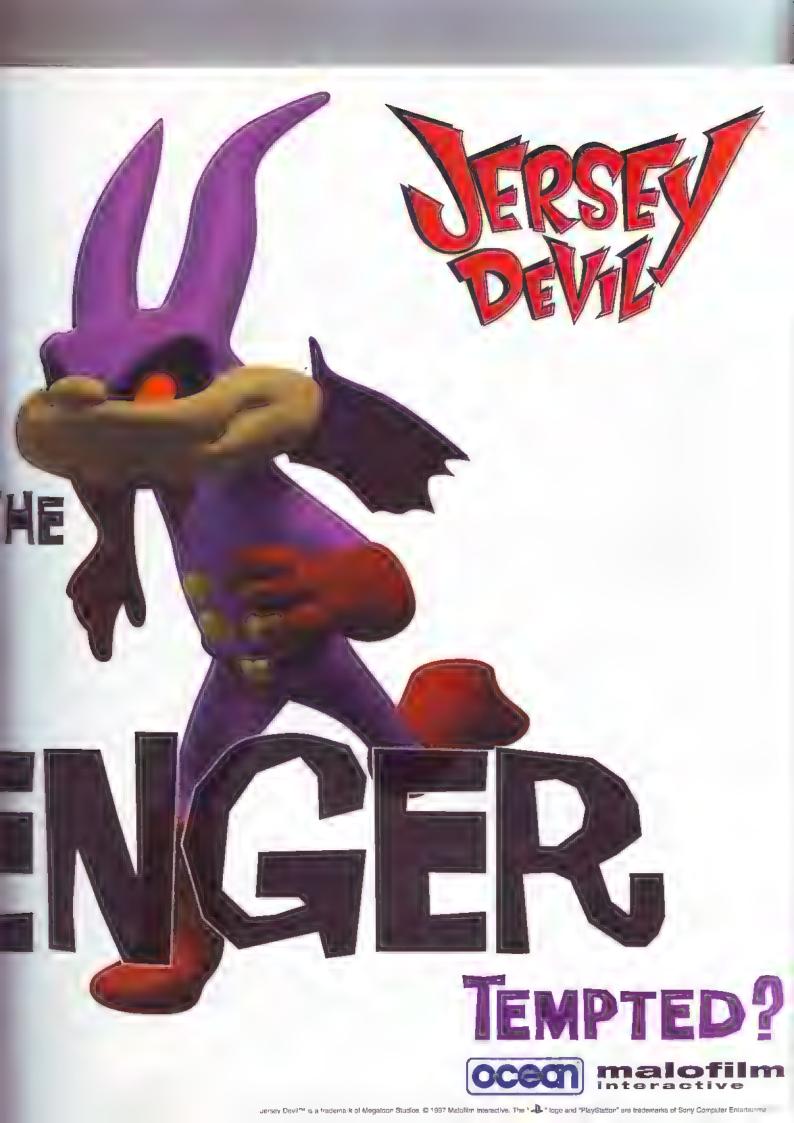












Competition









Dynasty Warriors is a slashing

beat 'em up written by Japanese developer Koie. It was snapped up by Ocean at the E3 show in Atlanta and is now pushing its way menacingly around the shelves of this fair isle. And the kind folk at Ocean want YOJ to play the game on a rather smashing television. Have a nibble at the questions below and then pop along to a post box... A wee clue - we reviewed it in PSM24 and scored it a wnopping eight out of ten.



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- w reserve a Sony MZR3 re [
- the part trace and trace are the property of the creation of t

The second secon

- Thene would refer the same
 - + 3,

ecial Edition

in 17 Light Time have one of the surprise hits of 37 30 77 77 37 on their hands." PlayStation.













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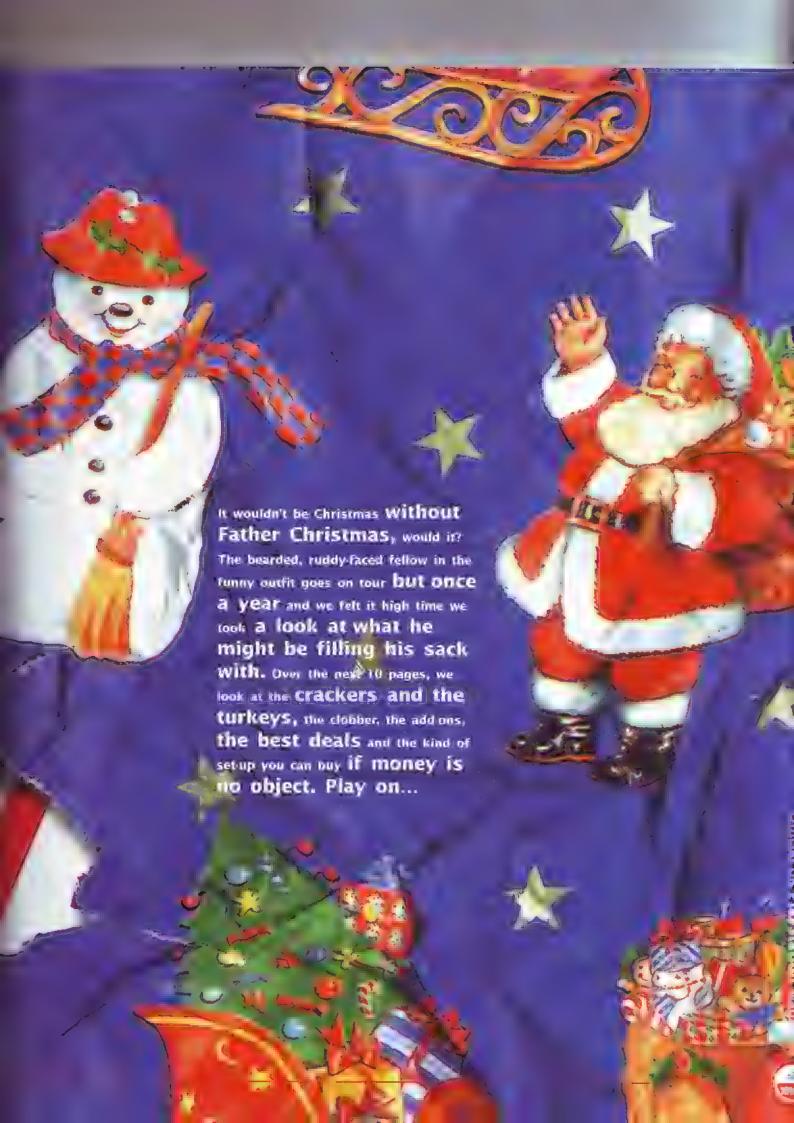


COMMAND & CONQUER









ISS Pro (PSM19, 9/10)

se different?

For starters 35 Pro looks amazing the visual amordor to starters 35 Pro looks amazing the visual amordor to starters 35 Pro looks amazing the visual amordor to deep sees to part and the player animation complements it superbit the strips are spot on and even the player differ in size years, but how does it play the volve grown accustomed to the player ac

Syndicate white (PSM22, 9/10)
[es a PC came, innit?
[ool there's real dearth of action-packed strategy

perfect antidote to the majority of crushingly unoriginal tiles we've seen for the most part this year.

So, what's to no?

It is sometric viewed. Bladerunner esque adventure in which you send out cybernetically altered agents with

console game, look no further

V-Raily (PSM22, 9/10)

How many more driving games.

Screen option ensures you will play this again amagain.

whole gang of moving Flat Stanleys.

Meahl Controversial inclusion this.

Resent that some of you won't be happy until Reygnosis provides you with William and Silverstone Iroular your own. Pass great racing game, bugely entertaining marcade mode and a real challenge in Grand Provides and the passion of the passi

took but I took selling game of the beau in the lastest selling game of the beau in the fastest selling game of the beau in the playability. This is the deal and the Tve never been se disgusted. I be care go suck an egg! So there



we approach the Season of goodwill, is seems only present that we take a wistful backward glance, and celebrate the games that have given us joy over the precouing 12 months. Here, then, are PSM's favourite 10 games of 1997...



(PSM25, 9/10)

Helicopter game? So.

Police I flight sim married to a combat game and all beautifully contained within domed cities. You find yourself hovering just 10 metres above the rush-hour traffic in a living, breathing city. This is Psygnosis' most priginal PlayStation title to date.

Not only has a got Psygnosis stamp of excellence all over it. *GPolice* manages to combine the mission elements and dark atmosphere of *Syndicate Wars* with a superbly manoeuvrable chopper excellent.

(PSM25, 8/10)

Not many beat 'em ups to shout about this year. Right: But Street Fighter as a series has mearly alway come up with the goods. And Capcom has done again. Not as accessible as Tekken; EX Flus Alpha is basher for the bugilistic aficionado with moves galore

what about the 3D?

It's an odd hybrid, really. We're talking about an entirely 2D game, only it's in 3D. A new version of Street Fighter which plays like an old version. Those who've shunned the SF series in the past should trip down its alley

(PSM26, 10/10)

A japanese RFG? You're joking.

FM/I theratly takes on board elements from a whole number of gaming genes to steate a later of epic proportions. It comes on three CDs and average playing impe is some #20 hours. You won't want to sleep.

Why in Because this is simply the most avoiving game ever and although its an RPO if FVII to agraphic adventure a platformer and even has has splendly snowboarding and motorbiking sub-game. This is the game that takes your PlayStation into previously wiseen dimensions.

(PSMZ6, 10/10)

(PSM26, 10/10)

Eit predictable, sh?

Yep what of It? The sequel to the PlayStation's most nopular title gives you more of the same yet improves on the original tara now gets to drive vehicles, including a motorboat around Venice.

What else?

(PSM27, 8/10)

THE gun game?

THE gun game. Namco's coln-op conversion is coamless, their gun by far the most confident on the market their gun by far the most confident on the market the action moves at pace and the animation is superblocesn't it get horing?

There are two sides to the game. Story mode, and time attack in the former, you blast your way through stages split into different areas (and there's a variety of soutes), and Time Attack is an all-out blast term against the clock. Time Crisis is a whole heapton fun.

Round-up Christmas special

Bigger buttoms! Longer wires! More techy stuff inside to make you a better gamer overnights Unfortunately, the PlayStation's peripherals (an't deliver on that last one but just feast your eyes on these lovelies





Hyper Pad

Hyper Extreme Series

lust like the normal pads but are variable in some truly bonkers attens including is-that-blood-or etchun bone, don't-play-it-in-the ungle camouflage and (of course) I've alten-over-and-broken-my-arm glow the dari

Hyper Controller Chrome

An interesting pad: Available in gold prisitive, if you don't like it as a joypad then feel free to hang it on the tree this Yuletide. Or maybe not

Pro Arcade 2

Cracking through lekken 2 with this beast it took us back to our formative years, queuing to get a go of Pole Position or Moon Patrol. Not the best looking joystick we've ever seen but a does play like the real article.

Verve X-Cellerator

ooks like cack with an awful plastic effect but we gave it a try on Sony: Gran Turismo and it performed like a trooper. The most solid steering wheel we tree

Impa Red controllers

Erazor Lightgun

Suitable for Namcos Time Crisis, the latest lightgun from Fire Seatures an innovative recoil system (ie, kickback). Unfortunately, in reality that translates as a loud rattling noise. Shame

ACSH Grip

Designed for the 'ultimate one-handed experience' and 'great for RPGs and simulation games this Joy(sic) pad has gimmick written all over its Crap

Joy Stick

49.99

The fighting stick of champions cassuringly solid with a gamut of options and programmable bits caranteed to keep even the most determined fiddler busy.

Top Gear Steering Wheel

of work has been put into the lasign of this wheel which boasts nice material feel. Perhaps justinar touch too sensitive, a turns into a great peripheral with practice, includes a brake and accelerator paddies.

Predator Lightgun

inghtgun or choice last year but comity surpassed by Namco's Claron 45. Looks the business but soon find the gun's maccuracy ting you down at wital points.

Program Pad

being the clear plastic design so popular in the States, this pad uffers from being terribly verpriced when compared with

PS Arcade

of all the fighting sticks PSM at, this turned out to be the lost solid of the lot. Obviously signed to take a kicking, this is two of pad which will last ages and ages and ages and

Interact Program Pad

Not too bad for gaming but a

Nameo & Con 45

entiry bundled with Time Crisis
Con 45 is just superbitishing
second input to make it as
occurate as possible. Namcos
er looks set to become the
efinitive PlayStation lightgun

Nameo NegSon

overshadowed by the new pad, but this still remains of our favourite controllers for any driving game



Round-up Christmas special

well the smooth as much as - we like to be able to small how every PlayStation game is great we really can't And we've had more than Our fair share of turkeys in 1997 ...

(PSNIL6, 2/10)

well, the title for starters. Iron Man is a shoot 'em up well, the title for starters. Iron man is a shoot 'em up which is programed as such that you cannot walk and shoot at the same time. Stron on: You might have been vaguely interested had it appeared on your Amiga ASOD in 1990. Then again.

What we said

Don't buy this game and picket any store that stocks it to stopkanyone else from buying it.

(PSM17, 3/10)

The offence

Its making us think it was going to be a good game, where all the film was brilliant. And the in-game graphics are great. Problem is, nothing actually happens, you meander the mean cobbled streets doing bugger all what we said what you're left with is a puzzle game where to proceed you have to try Every object in every situation until you stumble across the right solution, an experience that is neither satisfying nor fun.

(*PSM*19, 1/10)

Actually this game is so bad it made us all laugh, A beat 'em up where you can pin a skeleton against frankenstein, a attracted the comment of one observer. It's like two drunk blokes fighting.

[PSM19, 2/10]

The offence
This isometric piatformer is exactly the same game that appeared on the Amiga some four years ago, And Amiga format slagged it off when it came out, too. Done

what we said Poor level design means that everything feels as though

(PSM19, 2/10)

The offence
The fact that Namco developed this is offensive enough
How could they produce this Takken 2 and Ridge Facer

rime Cool looks terrible and plays even work

what we saw
Instead of motion capture—players, you've igo old
style computer sprites running around. The collision
detection is so sloppy it's hard to bell whether you've
jot control of the ball or not, and the whole game
reels like you're playing it through a glass of treacle.







Vantage House, 1 Weir Road, Wimbledon, London SW19 8UX = Tel. 0181 944 9000 . Fax: 0181 944 9400 . e-mail: general@ubisoft.co.uk . http://www.ubisoft.co.uk

Bargain bu

Where's the best place to buy a PlayStation, then? in the interests of the Public - The Man On The Clapham Dimnibus PSM dons its raincoat, to ke its pork pie to a suitably jaunty angle and stops put on the mean streets of Somerset's finest Georgian spa...



ony has recently launched its value fack at 129.99 which includes two joypads (or handsets as someones lister call athem and a memory and one affaystation. Anyway, first step Dixons, where said.

Value Pack retails at £129.95. If you want some the antery out can offer them acceptly you want some the month of the £163.95 package which includes reloaded and Hardcore 4x4. A Greming which works? Letter walke still is the £189.95 deal where you receive Reloaded Thunderhewk 2. Allen Pliogy and Onside Soccer.

After much deliberation, we're awarding MVC with a Gold Star - two good games in Porsche Challenge and Crash which work out at £19 apiece...

Society Hardcore 4x4, one joypad and a same of your choice! Not bad, the Then straight into electronics Boutique and like HMV. You can spend 1159.99 and pick any game? Turn left, hop into the reade where you saunter into Argos promising.

Cross Mr Argos palm with a stout 1209 and hotton nome with hidge Race Revolution. Destruction Derly:

Wiscour 209 and Fekken 2 just the one pad mind, have a topper selection of games.

MVC the Music and Video Club wants you address the pad in the pad of the manufacture of 167,95 if you do they'll pass on a console two pads, a memory card Porsch. Little aumber and not half bad. You need to be a member, though. Sotheration forgot to go to Comet, alliney. They are the prosche challenge 1169.97 for Porsche and Crash Bandicoot Cheaper than MVC. 1184.96 and you gat Porsche Crash and Adidas Power Soccer. Add an extra 14.99 and they if throw Individual Company. List but not least on to Cames Exchange where you can pick up the Value Pack for 1128.99 After much deliberation, we're awarding MVC with Gold Start two good games in Porsche and Crash which work out at 119 apiece.





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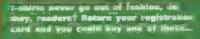
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ELOADS



Now then. You've seen what PSM's favourite games of the year are and you know what not to buy. Hey, and there are peripherals galore and lots of cheeky PlayStation gear you're the it here first. Now, if you just had that little bit of extra money you could buy this. And this and that and this

















Ever wondered what kind of a set up you could have it money was no object? We asked Steve Jarratt, editor of



Sony 50-inch KL-50 TV

Woah there, stranger!

The rest of the the total of the said



"...impressive in all areas. Slick, face-smashingly enjoyable and a welcome addition to the genre... Give it a try... a damn fine scrapper...









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AS LIAM AND NOEL SEEM
TO PREFER GESTURES TO WORDS.
YOU'D EXPECT THEM TO
LIKE THE STATION WITH LESS TALK.







(2) Jump, Crashl He does a lot of this. (2) Crash appears in the first warp room in overly dramatic fashion. (2) One of the bums sections. Goodles aplenty here. (4) These masty purple birds are a pain in the ba... bandicoot. (5) Oops. Dead again.





Grash Bandicoot 2

Crash is back! But is this a genuine attempt to
further the character's career, or just a cash-in quick
exercise before has-been-dom beckons for the bandicoot?





he PlayStation would appear to be in the middle of a severe bout of sequelitis, with a host of updates, revisions and follow-ups to the format's most popular titles. And in the

midst of all this name dropping and cashing-in it's no surprise to see that peculiar marsupial, Crash Bandicoot, back in platform-pouncing action

The excuse er, scenario, rather this time is that Crash's Nemesis, the twisted Dr. Neo Cortex, has deceived Crash into collecting crystals which are needed to protect the earth from impending doom—though Cortex will actually use them to power a special master crystal capable of destroying the earth blah bilah bilah... whatever, The simple fact is that Crash has to make his way through 25 evels (not counting the various bosses and secret bits), picking up the pointy purple gems in each ever

CB2 has one major enhancement over the original game, in that as you probably know - Crash Bandicoot had the most perverse and frustrating save game system

You had to collect three tokens to be able to enter a bonus round, and only after this were you allowed to save your position. Which means that if in the heat of the action, you missed a token, you could die and have to replay that level. But not just that one, oh no. You might also be sent back to the start of the level before that. And considering the treacherous going in some of the later stages, this needlessly complex system made. Crash Bandicoat just ever-so slightly bloody annoying.



One of the hear-riding sections: [1] YIKES! It's sections: [1] YIKES! It's liller while [2] And watch out for, erm, tolem poles.



and simple by allowing Crash to enter

from a central warp room...









■ PUBLISHER:	SCEE	■ DEVELOPER:	Naughty Dog
RELEASE DATE:	November	■ ORIGIN:	United States
■ PRICE:	£34.99	M STYLE:	3D platform game

1) in one of the slidey ice levels you get these invisible block things. 2) But a quick bounce on the 4° block turns them all into wooden packing ases. Be careful, though – they disintegrate when our Crashy jumps on 'em.



has kept things nice and simple by a owing Crash to enter any one of five stages from a central warp room; after each stage you can save the game (memory card on y), and you can play those five leve's in any order until they've all been successfully de gemmed. Ahn ... thank you, Naughty Dog instead of the incessanty jungley theme

five themed areas: Jung e (well they had to, really) Clac al (slippy slidey (ce. eve.s), Sewer (dimiy- it tunne s with murky water); Cave lots of hanging around from the ceiling), and Space (robots, jetpacks and stuff). However, there is a sixth warp room which can be accessed from five secret points which are secreted (naturally) about the game. Once inside this new warp room, three of the doors lead back to secret sections of previous leve's while the final two doors ead to totally new leve's — which we're contractually ob ged not to tell you about because they're just the secret.

of the first game, CB2 takes place across

When you've collected all the purple crystals from your five stages, Dr Cortex's hologram appears to offer his congratulations; you then climb on to the central dais which revolves upland out of the screen, transporting Crash to an in-between boss section. Here we meet some of the mad adversaries from his first adventures — such as the mad

Another new(ish) addition

secret crystals of differing colours which

provide a secondary challenge

for the seasoned platformer)

ncendrary marsupial, Ripper Roo – plus one or two brand new heavies (ahem), culminating in a one-onone with the dreaded Dr. Cortex himself

During the course of each level there are also bonus sections which are a direct descendant of those seen in the original Again, the idea is to collect the goodles bonus apples, protective witch doctor masks, extra bandicoot lives) and make it to the end intact. These are sightly more puzzley than before and rapidly become tough to complete. Thank heavens they're a bit easier to find this time round (they re usually clearly marked in the centre of a clearing – you can't miss 'em).

Another new(sh) addition is the secret crystals of differing colours which provide a secondary challenge for the seasoned platformer Or anyone wanting to P





(1) Crash warps into a new room leading to five new levels. (2) One of the crystals you must collect. (3) These solid-looking platforms move from side to side – the swines. (4) Crash on his little jet-powered surfboard thing. (5) Crash jumping over fonces in his little jet-powered surfboard thing. (6) Crash getting the crap blown out of him.



[13 The Komode Brothers are the only things barring you from you and level threel (2) To defeat them, spin one lizard into his bro' then avoid the other's swords. [2] Watch out Crash! A large rolling snowball. (4) Ah... Best to look forward as well from time to time.



might have heard of...



of gameplay before flogging it second hand Only by completing hidden areas can Crash co ect the coloured crystals, which then serve to fill in the transparent platforms, allowing him access to other crystals, and so on. It's a welcome addition but a little derivative of

another we -known 3D platform game you

ndeed, after an auspicious start. Crash is transported to the first warp room, whereupon a Doctor Cortex ho ogram foretells of the peris ahead - you very quickly realise that by Crash Bandicoot 2 what they really mean is Crash Bandicoot More Of The Same. Admittedly

there's a lot of variety in the game styles, but they're all pretty much the same as in the first title You have your running

into the screen, jumping across platforms and over the water. There's the running towards the screen being chased by a very arge thing (including grant boulders and an enormous polar bear). Then there's

Six levels of intelligence







Bear Down



Sewer Or Later



Un-Bearable



Plant Food



Upon entering the third warp room, you get a choice of five levels: Soad To Ruin - Inhabited by possums, monkeys and crumbling platforms in a maze formation. Bear Down - Ride the polar bear cub over icy wastes and whales, Sewer Or Later - Dark tunnels with murky water, electric cells and evil welders - Bearable - Crash has to leg it from papa polar bear, avoiding chasms and electric fences. Plant Food - More running water and bandicoot-eating plants.

Crash Bandicoot 2



think, incredibly good-looking; but]

there's almost nothing

new in Crash Bandicoot 25

a repeat performance from the classic sideways scroding levels. And finally we pay homage to the hilarious 'Crash on hog back racing into the distance evels only this time it's a polar bear cub and were jumping over ce flows and avoidingk er whales

i's all terriby well done and, we think ncrediby good tooking, but there's almost nothing new here. The game styles we've seen before, and almost all of the new features

monkey-swinging from wire-mesh wa kways, platforms which appear when you've collected gems, slippy slidey ice evels, and so on - are ether staple platform fare or rather poorly ripped off from Super Mario 64.

So were in something of a d lemma: CB2 is obviously an Improvement of CB the gameplay is just as engaging and probably even more handsome. The annoying flaws have been ironed out, and the learning curve is maybe just a tad gentier.

But most of the newness of Crash Bandicoot 2 lies in the tweaked structure and the graphics; the mechanics, the game styles, the situations, the general feel of the game are all a bit too familiar

So: If you played the original game and loved it to bits, here you are - another 27 levels. If you played the or ginal and found it mildly annoying try this new and improved version And f you've never played Crash Bandicoot at all, this is the one to go for (even if you have seen

the original game second hand for £15 less). On, and f you hate platformers, why the hell have you just spent the last 10 m nutes reading this



rash Bandicoof not only takes advantage of the Analog Joypad, but is enhanced

no end by the added subtlety of control. There are certainly times where Crash benefits from being able to tip-toe along, instead of running at full pert everywhere; and in those tricky levels where Crash rides on the back of other creatures (pictured below), the

level of control afforded by the Analog pad is almost a guarantee of success in itself. Of course, if you don't have access to Sony's snazzy Analog pad, Crash works just fine 'n' dandy with the normal controller.





(1) Crash poes all sparkly whenever he's transported from level to level. [23 Ripper Roo linsel) is the bonkers guardian of level one. [3] Avoid his bomb-placing antics, and simply walt for the mad marsupial to blow bimself up!

Alternatively...

Crest Bandicust	0/1F	<i>P88</i> mo
Pandamonium	9,11	PSM14
Cresh Bandicum 2	g. 10	PSM27
Panhananian 2	B/11	PSMIT
Jamping Firsh Z	₽/1I	PSM12
Rysus	7/18	PSMI
Erec	7/10	PSM25
Spider	7/10	P\$M20
Floating Austin	L/10	<i>P\$M</i> 14

VERDICT

Magazine 7 . JFESPAN An improved learning curve 7

■ GRAPHICS:

Detailed and pretty 8

Usual plinky-plonky music 5

■ GAMEPLAY: Challenging platform action 8

■ PRESENTATION Slicker than Crash 1 7

ORIGINALITY

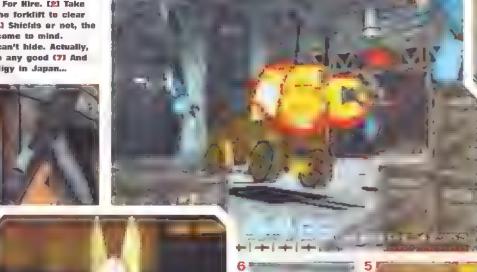
Both an Improvement and a letdown; less painful than the original, but basically more of the ame. Still a darn good romp Crash 1 meets SM64.4 though, and a pretty plutformer



Time Crisis

Guns! Big guns! Huge bloody great guns that leave holes the size of dinner plates in people! Catharsis? Thy name is G-Con...

[1] Richard Miller, [Big] Gun For Hire. [2] Take out the explosive crate on the forklift to clear the level double-quick, (3, 4] Shields or not, the words 'sitting' and 'ducks' come to mind. (5, 6] You can run but you can't hide. Actually, you can hide but it won't do any good (7) And apparently, they do get Prodigy in Japan...







u ets are zipping past your temples, grenades are being lobbed at your nether regions and if the sniper bloke hid behind that packing crate has his way, your body

is soon to be Human Fricasse Escape? No chance, Hide? An option for blouses. Only one thing for the bast your way out, Butch and Sundance style unfortunately instead of a .44 Magnum in your hands, you've got a completely bloody use essidevice called a PayStation Joypad Bugger

Joypad Bugger

And up until recently, that's pretty much been the score for shoot 'em ups Cranted, PayStation games could never hope to truly replicate Real LifeTM situations but if a game requires you to arab-spring over a minefield before firing off half a dozen rounds into the soon-to be twicting torso of General Bastard, then



Namco's G-Con 45

wouldn't it be just that teensy bit groovier to have a PlayStation controller with an actual trigger rather than something with a handful of buttons on it? No matter how crap they look or dodgy

their aim (Hello Die Hard Trilogy), shoot 'em ups need lightguns like nitro needs glycerine and thanks to Namco, we've finally got one that works like a dream

Welcome, then, to the best shoot 'em up partnership since Smith and Weston Time Crisis and Namco's G Con 45. Yet another one of Namco's sublime arcade

games (see Ridge Racer, Tekken
2 Soul Blade, and so on),
Time Crisis was the Tokyo
company's answer to the
Lethal Enforcers/Virtua
Cop trend for







■ PJBLISHER:		■ DE VE L OPE	
■ RELEASE DATE:	Out now	■ ORIGIN:	Japan
PRICE:	€59.99	■ STYLE:	3D arcade shoot 'em up







breath... Avoid cars (1), Impale ninjas (2), pick off rocket-wielding baddles (3), make spooks fall off landings (4), pick off chumps (6), unioad several rounds into passing helicopters [6], make beliboys do the twist [7] and finally, avoid hooks that start off in the background but end



on the screen? Blow him away with the unerringly accurate plastic revolver in your hands and through the wonders of technology, fee the recoil as your virtual bullet harties screenward. Top fun - but that was the arcades and despite the PlayStation's undoubted loveliness, what chance does

the smooth-scrollin' Time Crisis have of surviving any conversion intact? Not much

But converted it has been and despite the type of odds which are usually declared insurmountable, what a job. Fair enough, those graphics couldn't hope to

stand up to the original (Propellerheads note Namco's arcade machines use a System 22 board while the PiayStation only has a System 11) but as for gameplay, speed and downright addictiveness? We they've all made the trip PlayStationwards and, give or take the odd

gitch, the results are just dandy. Playing the role of special agent Richard Miller, your Job is to rescue the One of Time Crisis' strengths is its multitude of targets. Take a deep up flying towards you 18J. Enough for you? Thought so.





Presidents daughter from the heinous clutches of various nutjobs. Speeding through hotels, clock towers and laboratories before the doomsday time of sunset, three stages means three bosses - Iron-Nail (as fragrant as he

sounds), Sherudo Caro (knife throwing dandy) and Wild Dog (charming fella with a nice overcoat) - but also between you and a nice kiss from the pretty ady are various thugs, marksmen, ninja warriors and Uzi-totin' ab technicians. As jobs go, it's not too comp, cated -Fireveryone in the vicinity with as much lead as possible - but as the scenarios become more complex and gamep ay snowballs into fresh levels of toughness. more subtle methods of destruction must be found Facing the music and spraying the room with



veen you and a nice kiss

from the pretty lady are various thugs.

arksmen, ninja warriors and

Uzi-totin' lab technicians

Grosse Point Blank

what are you going to use that expensive G-Con 45

a start, but early '98 sees the release of Namco's ther arcade shoot 'em up, Point Blank, Crammed with 48 weade stages, action ranges from shooting gallery-style ames to 'Quest Mode' - an RPG-alike especially designed the PlayStation that utilises the G-Con 45 to firect players around Gun Point Island in search ifficit booty. Adding on the all-action Party Pode, Point Blank manages to Include 30 er stages exclusive to the PlayStation but the coolest news has got to be the eclusion of a two-player mode. Twice as many Cons, twice as many explosions and, suffice e to say, twice as much fun. We're walting...



bullets might be idea, for dealing with the chumps who populate Stage One's underground factory, but such tactics will earn you a knife in the face when up against Stage Two's arch-vil ain, Sherudo Garo. Memory card or not, not too pleasent an experience

So how does one go about undertaking such a carnagefest? That's where the G-Con comes in One guick ai griment sequence swiftly out of the way and It's time to see whether Namco has made good on its promise for improved accuracy. Praise be, then, for as your first builet rips the kneedap off a hapless stooge and your second has somewhat predictably decreased the baby-making prowess of the hote porter, Namco has derivered. The G-Con 45 is a oy to use - nice y designed, lightning response between trigger pull and on screen action and as your shots at a distant sniper get closer pixel by pixei, about as accurate as ghtguns

get. As with the arcade version, you must avoid enemy fire and reload your weapon by ducking behind a nearby doorway or car. In the arcades, that meant stabbing a foot pad, but at home you can e ther use the button at the bottom of the parrel or by plugging a oy pad into port 2 and aying it on

that feeling of emptying

Sherudo Garo might be a chisel-haired top but he's a dab hand with a blade. You'll have to be quick with the duck-andshoot stylings to avoid a knife in the mush.



the floor, tap the X button with your foot. The more jammy PlayStation owner can also use the foot pedal of any steering wheel peripheral but a work equally as well and as PSM can attest, each perfectly replicates the feeling of hid ng behind a pillar before emptying a Kalishnikov Into a

And what top affs

Perhaps

runjas upper colori

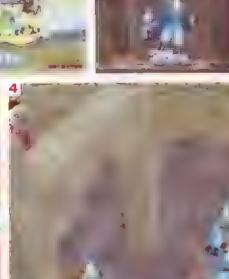
that colon busting can be. One builet might be enough to sink most on-screen baddies but empty a full cup into a corpse and rather than simply lie there, the life ess cadaver will breakdance across the floor, toppie off a wa kway



| ninja's upper colon |

(1) Six bad guys. Six bullets. Six soonto-be twitching corpses... (2) And that must be one helluva strong chandalier. (3, 4) Those boys in blue might look imposing but their aim is appaling. Go for the red-clad commanders first to keep those lives intact, (5) Our hero legs it across a courtyard on his way to the tower. One can only assume there's a reward in it for him...

a Kalishmikov into al



Time Grisis

Woo Bang Clan...









Leave the G-Con 45 alone, sit back and watch Time Crisis' movie trailer sequence. With widescreen graphics and those Pulp Fiction-esque captions, TC transforms into James Bond as directed by John Woo. And as a beginner's guide for who to shoot (the nutters) and who to snog (the girl), it's just dandy...

or just gain a bit posthumous (ead) weight. Not the cleverest thing for upping for your accuracy stats but as empty bullet cases zing off from the bottom of the screen and the gameplay doubles, just another bloodybut-perfect example of the attention to graphical detathat so endears Time Crisis

Thus fun of the highest order, but at £59 99 and only 12 levels, it damn well should be Time Crisis might boast some super-smooth graphics and top sound effects (whack this baby up to 11 and you are Dirty Harry), but for all it's tact cal juggling Time Crisis simply involves shooting a plastic gun at a screen and watching men fall down. True, there's a Time Attack mode where with unlimited ives, you must complete stages as fast as inhumany possibly but essentially it's still the

Crisis boasts some super-smooth

graphles and amazing sound effects:

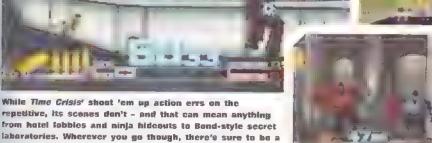
and you are Dirty Harry...

same game played out with the same characters excellent characters for sure (check out the Prodigy fera in Time Attack mode) but ones you'll probably have blown away a zillion times before once you've rescued the President's sprog

What rescues Time Crisis, however, is the truy amazing gameplay that makes it the best game that nvolves shooting a plastic gun at a screen and watching men fall down. It is as close to balis-out arcade action as any PlayStation game has yet to get; it is almost illegally addictive and after a hard day's work, it is the coolest, funklest, most corpse ridden stressreliever yet to surface on the PlayStation. In a word? BANG!









Alternatively...

8/18	PSMR		
8/18	PSATI		
7 18	PSM27		
5. 10	PSM21		
2.18	PSME		
	7 18 5. 10		

autter walting...

While Time Crisis' shoot 'em up action errs on the

VERBIET ■ GRAPHICS-Quick and smooth 8 GAME PLAY Kill 'em all! 9 ■ PRESENTATION-Bang-on! 9 Arcade-style 7 Magazinez LIFESPAN: Tricky blighter 7 ■ ORIGINALITY: A-ha, Mr Bond... 6 PlayStation to date.

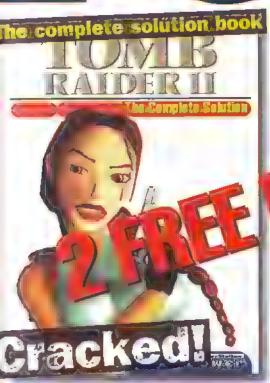
Until Komco release Point Blank Time Crisis is duly prowned the greeviest, bloodiest lightgan

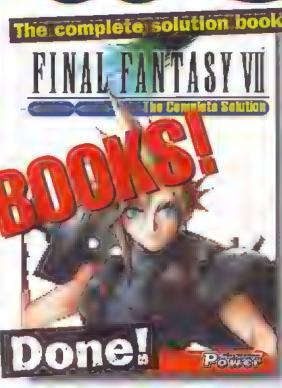




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which to destroy the opposition. (2) Fights have a tendency to occur in all of the usual places. [3] And we all know what happens next... [4, 6] The enemy characters are unsurprisingly clicked.





Fightis orce

In an effort to dodge the 3D punch to an

Will it be enough to captivate today's

he PlayStation may have an innumerable amount of fighting tites by now, but closer inspection reveals the majority to be simple contenders aspiring to become the leader of the beat 'em up genre, a place currently occupied by Namco's Tekken 2. Most developers, it seems, have got into the habit of producing a myriad of sub-standard clones, seemingly unaware of the dangers of an oversupp ed market. Not Core, though commendably, rather than opt for the obvious solution, the Derby-based codeshop has

opted for a scrolling 3D beat 'em up affair that has been described as a cross between Die Hard and Tekken.

As is usually the case, the plot is of hardly any consequence in this title. Nevertheless, for those interested in such things, it goes something like this

mainstream fighters, Core adds a ageing concept... PlayStation pugilists?

Dr Dex Zeng, a brilliant but radical scientist and professor in theo pgy. becomes convinced that the year 2000 will signal the end of the world. When this supposedly momentous day eventually passes without a single catastrophe, Zeng becomes furious and, like any norma megalomaniac in his position takes it upon himself to destroy the world. Unfortunately, he is not a one. Despite an absence of sanity, his past employment as a high-powered government agent and his current high profile. has conveniently a lowed Zeng to recruit many prominent members of the local militia and the city's criminal underground fratern ty

to help him in his maniaca, plan-

Presumably Zeng is so caught up in his deranged world that he doesn't notice one of his assistants - the mprobab y-named Snapper - sneaking off to leak nformation regarding his drastic intentions to Mace Daniels, a private investigator accustomed to dealing with the worst the city has to offer. Upon hearing the news. Mace realises that this job is too big for one person and oddly enlists the help of 17 year-old raver Alana McKendrick (Zeng's illegit mate daughter, apparently), and friendly vigilante and former freedom





Taking It out on nearby vehicles will reveal many weapons.



objects; aimost all of the polygons - be they

Machines N

crates = are 'interactive'





■ PJBLISHER:	Eidos Interactiva	■ DEVELOPER:	Core Design
RELEASE DATE:	Out now	ORIGIN:	Uk
PRICE.	£44.99	STYLE:	Beat 'em on

Smasher, the game's strongest though slowest character (intellectually as well as physically), has a tendency to get himself surrounded by enemies before using a particularly brutal - yet effective - way of dealing with them.









fighter, Hawk Manson, Hawk brings along Ben Jackson, a colossal individual with unmatched strength, who until now was serving multiple life sentences in one of the world's most dangerous prisons. And thus the eponymous quartet is complete.

Once you've recovered from the shocking lack of originality in the game's scenario, it's time to select one of the protagonists. Ail four possess a similar amount of basic moves as well as several special attacks which are specific to the individual's characteristics. So, for example, while Mace's agility allows her to somersault over enemies, followed by a spine dislodging kick to their back before landing on her feet, Ben's brute strength will see him pick up many an opponent before sending them crashing to the floor (usually head first) accompanied by a sickering thud.

initial impressions of Fighting Force are good. By adding the 3D element, Core has injected a sense of freedom not present in previous 2D equivalent ttes (such as Sega's Streets Of Rage on the MegaDrive) from a few years back. Also, the introduction of an Interactive environment further helps the level of enjoyment, Indeed, much fun is to be had beating up the police car parked near the gates of the opening level, initially setting off its alarm before the relentless assault proves too much and the vehicle gives up, collapsing in a heap of wrecked metal

Of course, cars aren't the only smashable



There's plenty of action, but this

doesn't change once players get past the

first level ... There are no real surprises,

no changes in gameplay

objects in the game; almost all of the polygons be they tables, vending machines or crates are 'interactive'. The ability to demolish these isn't samply a case of indulging a player's destructive fantasies, of course, but rather one of keeping them alive. Very often, weapons and energy pick ups contained within the objects are dispersed over the floor, awaiting collection. Also, as well as using weapons dropped by enemy fighters, players can use everyday objects such as fire extinguishers, wheels, and handrails ripped from the wall as a way of progressing further into the game





four remaining builets and is therefore unlikely to be standing for much longer. (2, 3) The two-player game is good fun, particularly if fights break out between the two human-controlled characters, usually resulting in utter chaos. (4) Fighting Force requires quick thinking in order to make the best use of the available weapons, should players wish to avoid a broken jaw.

Fighting Force





Each character has a devastatingly powerful special move.

 weaknesses soon become apparent Visually, the level of detail of the characters is ess than that of the Tekken series, for example, giving them a more angular ook, but then technically there's a ot more going on More importantly, the control method is clumsy and a lot of time is spent correcting the post on of the character to ensure that his/her moves connect cleanly with an enemy's jaw or stomach You'll frequently lose vita energy in the process, as the CPU wastes no time n taking advantage of your defenceless stance as you struggle to master the control system

But ultimately Fighting Force's main problem lies in its lack of excitement. True, there's plenty of action, but this doesn't change once players get past the first level - It's basically a case of disposing of wave after interminable wave of enemy fighters. There are no rea surprises, no changes in gameplay, and even the bosses seem lifeless and uninspired

The two-player mode does brighten things up a bit and is generally good fun as players team up against Zeng's numerous min ons. Furthermore, the developers have



attempted to prolong interest by adding an Arena mode where players can pit their skills against each other in a one-to-one combat situation. And every so often a different route can be chosen - the idea being that when played through again the new leve's will provide variety yet this does little to to the barance in the game's favour as few players will genuinely enjoy ploughing through 25 levels of repetitive action for a second or third time.

Fighting Force represents a brave effort at breaking away from the current trend, but it would have benefited from more variety in the gameplay department to make it a viable contender in today's increasingly competitive market

Alternatively.

approach.

Fighting Farce	7 10	1
Fantastic Foor	4/11	ı
	_	-

two player mode does brighten

things up a bit... Then there's the Arena

mode where players can pit

their skills against each other





(1) Certain items, such as vending machines, will give out health pick-ups essential for powering the energy bar back up to a safe level. (2) Moment where players have to face something other than countless enemy clones unfortunately short-lived and rare. (1, 4) in an attempt to break up the monotomy, players are given the opportunity to take care of the computer controlled villains in a variety of ways, including short combinations. (a) (the timing wrong and opponents will happily demonstrate their own move



VERBICT Blocky 7

Nice ambient effects 7 Sleepless nights unlikely 6 - PRESENTATION -ORIGINALITY,

■ GAMEPLAY ·

A dated, yet initially fun title Repetitive 6 Adequate 6

which is spoilt by too many levels offering little in terms of gamepley innovation. Fans of this ageing genre will still love it though.



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Ace Combat 2

with bandits at six o'clock and bogies on your tail life isn't an entirely pleasant one, three thousand feet above the ground



merican fighter p. ots have got it good. The word's most advanced planes, only the occasional call to actually do any fighting and, in all keilhood, rather attractive grifrends (well, true if Top Gun is anything to go by). And the work's not that bad, ether. Okay, so there s a pretty good chance you might de or get gunned down over enemy terrain, and pulling seven Gs can give you something of a spitting headache.

but the thrill of air combat scant feet above the ground, dogfighting and low-level bombing raids, must sure as hell beat frying the burgers in McDonalds,

Fortunately thanks to the advanced computing power that we're bessed with towards the latter end of the 20th century you don't actually have to get airborne niorder to experience the deights of toasting bogies and bagging bandits. The PC is traditionally the machine of the flight similiar the game that pretends to be something more than a game — but now even the

PlayStation is getting in on the act

Of course, for a game such as Ace Combat 2 (sequel to the ack Jiste Ace Combat) to succeed, it's going to have to offer rather more in the way of intense action than your typical PC flight sim, for it has to appeal to hardened gamers, not a bunch of propelier-heads. And intense action this title delivers in spades, plastering titlick over a (weak) plot foundation, weighing down with extreme force and challenging anyone with Top Gun aspirations to come and have a go

The plot is Ace Combat 2's weakest element, though, largely because it's so unoriginal. A rebel force has





[1] Buying new planes is essential if you want to complete the later missio but spend wisely. [2] At the start of each mission you get to choose which of your planes you fly, depending upon mission type and structure.



down with extreme force.





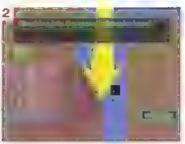




■ PUBLISHER:	SCEE	■ DEVELOPER:	Namco
RELEASE DATE:	December	■ ORIGIN:	Japan
PRICE:	£34.99	■ STY_E:	Flight sim

(1) Each mission starts with a briefing, so pay attention. (2) A details plan of your flight path is mapped out for you. Here we're looking at the plan of a ravine-based mission... (2) ...and here's a low-altitude strike mission. (4) Featureless plains throw your sense of direction. (4) Taking out a tank.





staged a coup d'état in a presumably Eastern country and you, as the chief pilot of a freelance taskforce, have been commissioned to go and restore order. The freelance stature of your position lends an important plot device; for each mission you complete and for each target you take out, you get some dosh - money which is essential for paying your wingmen, mending planes damaged in combat and buying new, more powerful planes as and when they become available throughout the game's 20 missions

The plot doesn't really develop throughout the game, which is a shame. All you do is battle away at the rebel's defences, working your way through their front lines and then chasing them back, deep into their own territory.

The missions, however, are extremely varied. For starters, they take place at all times of the day, and night missions are the most exciting - flying through a fantastic-looking cityscape, illuminated only by the street lights and the windows of the bu dings, is a great experience. But the missions are also spit with regards to location, some are dogfights with enemy fighters above the ocean, others have you taking out their gunships in their harbour ports; sometimes you're attacking their ground battalions, at other fimes you're flying through canyons, trying to knock out their hidden bases. The sheer variety of the mission ocations and structures ensures that no mission is like any other and that the game stays fresh right through to the rather cilched end

Actually flying the plane is easier than you might expect, though there are two different flight mode's to appeal to both games players and those people who want to experience more realistically what flying a fighter plane is like. The standard model doesn't royour plane, rather you bank left and right automatically when you hit the left/right d-pad buttons. This means that turning is tight, fast, and following targets is pretty easy. The second model works as planes actually do





[]] This low-altitude ground attack calls for hairraising flying. (2) Go above the height of the cliffs and you blow radar cover.



Some missions are dogfights with

enemy fighters above the ocean, others

have you taking out their

gunships in harbour ports.

nitting the left D-pad button rolls the plane anti-clockwise (replicating a pull on the plane's joystick to the left), then to bank left you hold the roll and 180' and press down on the O-pad to pull the plane around. This makes the missions more challenging, though sadiy not challeng no enough

And that's the other weakness of Ace Combat 2 it's just too easy to complete. Bragging as de, it took this reviewer just over five hours from start to finish, and for a game that costs £40, this just isn't value for money. Sure, that was with the standard flight mode - it would have taken longer with the advanced flight mode - and neither were hidden in ssions discovered. but the fact that you're given a huge number of missiles to play with on each mission makes completing each one far too easy. Only once was there reason to recourse to the plane's cannons, and that was on a mission where you specifically can't use missiles. With a typical pay oad of 40 missies (and this comes to 70 or so in the later missions), grounding as many as 10 enemy craft becomes extremely fast work indeed

t's a crying shame because if Ace Combat 2 had been harder, and lasted that much longer, it would have received a far higher mark. The graph cs are quite supreme, the sound effects spot-on (though the music grates) and the heady mix of act on and miss on strategy s enough to sate any appet te for full-on gameplay. unfortunately it's too short and too easy, and therefore falls just shy of being a classic, 'must have'tte





[1] Breaking now would be a good idea. (2) Oh dear, another plant bitter dies.

Alternatively...

∟ Comba 2	5. 10	PSMZT	
ce Combai	6.10	PSME	
an Bun	6.10	PSAPID	



■ GRAPHICS	Looking good 8	■ GAMEPLAY:	Adrenaline inducing 8
SOUND:	Ka-bami 7	■ PRESENTATION	Slick as an oily runway 8
■ LIFESPAN+	Gunned down early 2	■ ORIGINALITY -	USAF got there first 8

A fantastic flight sim with plenty of full-on action, let down by the fact that the missions are too easy to complete, which means it's all USAF got there first 8 over in a day's play.









One of Judge Dredd's coalest features is its FMV sequences. Mean, moody and chocker with violence, it's acons better than the dubious Hollywood version



Judge Dredd

Chin of iron, helmet of chrome and shooter of cold, hard steel...

Forget Stallone's helmetless has-been,

the PlayStation is where you'll find the real version of the future's rowdiest rozzer

[1] Eat atomic bazooka-type death, perp personl (2) The influence of the Spice Girls' footwear is noted, (3) Two bursts of rapid fire and instant mush.



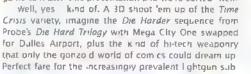




en ent on petty crime, wary of using excessive force, concerned with the role of the police in the local community. Yes, all of these things and more do not describe the complete and after bastard that is Judge Joseph Dredd Half Dirty Harry, half righteous killing machine, Dredd is the ultimate lawman for a 22nd Century where morals are frowned upon and psychosis is the national pastime Dredd is judge, Dredd is jury, Dredd is executioner and thus Dredd is 100 per cent bloody perfect material for a PlayStation shoot 'em up

And bless Gremlin's socks of purest cotton, it's done the sour-faced old swine justice. Comic conversions are usually gack of the highest order but from the packaging

right down to the choice of font for the loading screen, 2000AD's flagship character has been treated with the respect he truly deserves. Exclusive artwork is provided by esteemed Dredd artist, Simon Bisley (see the sublime images scattered throughout this review) and despite what must have been a limited budget, the game's FMV sequences manage to capture more of the comic strip's post apocalyptic atmosphere than any of that risible Hollywood effort. Now all we need is an equally are game to match this presentation and we're sorted Well?





Dredd is judge Dredd is jure

Dredd is executioner = and thus Dredd is

Of per such blooks persons

shoot em up material !

(5) You say lift. They say elevator, We say target practice...





PLB_ISHER:	Gremlin	■ DEVELOPER:	In-house
RELEASE DATE:	November	ORIGIN:	UK
PRICE:	£44.99	STYLE:	Shoot 'em up



According to 2000AD editor Davo Bishop, Gremlin has managed to capture 'the true spirit of Dredo'. Look at these shots and you'll see what he means...

[1] Don't shoot the yellow felial He be an unocent bystander. [2] One click off-screen and you're back in the thick of it. [2] Oredd might be blessed with renders from the gods but it can't hope to match Simon Bisley's superb artwork. [4] Bean's stooges do their best to make Dredd's life hell. [5] Yet more of Mr Bisley's tip-top scribblings. [6] Even letting off a full clip won't finish off these goons below.









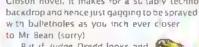
level is fully rendered and nozing with

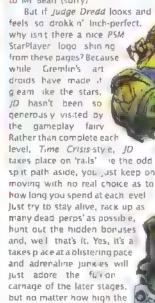
more cyberpunk gadgetry

than a William Gibson novel

crammed with such goodies as rapid fire ammo, health bonuses and what must be the most destructive grenades known to mankind, who really cares about the odd civilian casualty? Exactly.

Sounds great, doesn't it? Just like the comics, Judge Dredd is pripping with mindless yet styl ship violence and it looks just fantastic. Whether its scuzzy tunnes or gleaming plazas, each leve is fully rendered and oozing with more cyberpunk gadgetry than a William Gibson novel. It makes for a suitably technor





body count or tool the

repeater gun that lets you

spray the area like a

psycho you ust can't shake the feeling that you're





genre (Dredd is compatible with Namco's G-Con 45 along with Logic 3's Predator, et al) and as that FMV sequence reveals, with a story to boot. Mega City One's Halls Of Justice have been hijacked by the disgraced – and duly off his rocker exclude Royston Bean's also taken the City Mayor hostage, and with a handy grudge against our hero, he demands Dredd go head to head with his legion of suitably tooled up cyborgs and try to rescue the Mayor.

What follows then is 17 breakneck leve's of uitravioience where the object is to empty your lawgiver's bullet chamber into anything and everything that moves. That is unless the thing that moves is an innocent bystander and then more prurient marksmanship is required. But when the interactive background is

Play resi

Judge Dredd



[1] You picked the wrong place to teleport, pal... (2) Busy day at the office, dear? [2, 4] if the action gets too heavy, feel free to let off a grenade or three [5] innocent bystanders also come in a levely shade of pink. [6] Fodder, hasically...



blasting away to no real purpose. Of course, the higher your death toll and more bonuses you collect, the higher your score. But simply exhausting each screen doth not a shoot 'em up make, it just increases the feeling that you're playing a memory game, albeit an exceptionally cool one, where you get to blast the daylights of robots, monoralls and extras from the best sci filmovie never made.

But while Judge Dredd doesn't scale the heights of Time Crisis, it does come a pretty close second. The sheer pace of the game makes picking off targets deliciously

infuriating and while those bad guys are constructed from pixels rather than polygons, they do look the part as they teleport on screen, fire off countless rounds and eventually get chopped down in

a hall of laserfire. Minus the option to take cover from a this fire-power, the only defence is to blast away at Judge Bean's evil army, destroy the mach ne gun turrets that pop up every other nanosecond and hope you uncover enough health bonuses.

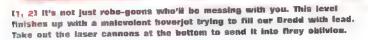
to make it through to the next stage. As we said, exce ent for honing those on-themove sharpshooter skills but any real interactivity stops just there

On 'ra's' or not, though, you will return to Judge Dredd time and time again. Not just to discover if that secret ammo bonus is hidden behind a seemingly innocent hoverbise but, when you've saved up for another lightgun, to experience the friggerhappy madness that is Two Payer mode. With each crosshair dentified by colour (one orange, one blue), gameplay might not be any different, but this time it's personal. Althoughts of bonkers ex-judges instantly disappear and despite any pre-game vow to keep to your own side of the screen, the game soon degenerates into a competition to be the coolest, nast est, most

bloodcrazed copper this side of Dredd himself Compulsive and totally addictive (That robo warrior was mine, you git), it's a most enough to tip Judge Dredd over to the 8/10 it nearly received. Unfortunately, the immovable sp.rit of Mega City justice has so infused PSM that Judge Dredd remains a magnificent Seven.



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Pla	iys	tati Magaz	ON. inezzy

Point and shoot and 6	■ GAMEPLAY:	Smooocooth 8	■ GRAPHICS
Immaculate 9	■ PRESENTATION:	Big and beaty 7	SDOND:
Virtua Copper 7	ORIGINALITY:	Yes and no 7	■ LIFESPAN:

Hugaly enjoyable but ever-soslightly disappointing actionfest. One thing's for certain - it's the best comic conversion ever to grace the PlayStation









Fantastic Four

Scrolling beat 'em up

King out of Tekken, Cervantes from Soul Blade... Who needs such big girl's blouses when you've got Marvel's original Superhero quartet?

(1) End-of-level super-villals, or George Dawes crossed with a space hopper? (2) That loading game in full. (2) The quaint kingdom of Latveria, home of Dr Doom. [4] The Human Torch's 'flaming ring' lahem).







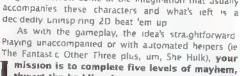
up skills with the Training Mode, but it's not really necessary. Each hero comes with a variety of Special Moves, from Mr Fantastic's Ten Ton Weight Smash (you are a concrete block) to Human Torch's Flaming Ring don't ask). And armed with these, your fantastic friends, plus the ability to decimate everything in your path, zapping through the first few levels is about as hard as turning on your PlayStation. Which is something you might regret doing in an hour or so .

Positive points? A few. The odd Special Move as de the characters do remain pretty faithful to the comics with that guest cast including The Incredible Huk and X Men's Iceman. Each character even looks the part right down to Mr Fantastic's greying temples Infortunately, such graphical dedication falls flat on its pixellated arse when the game's such a non-starter

Set in a 2D environment, characters moonwalk over rough terrain, perspective becomes dubious and compared to the 3D 1 kes of Jersey Devil or even fake 3D-ers like Pandy 2, FF can't nelp but look as old as it plays. Fair play to Probe for the odd graphical flourish (cars can be used as weapons while end of-level baddies are quite snappy) but in an age where you can buy both Tekken and Toshinden for nearly the same price as one copy of this game, why waste your money? Just because FF is based around Dr Doom building a time machine, there was no need for Probe's programmers to take that plot quite so literally, ,







bloke who can stretch his ambs into sinew

spaghetti, a lady with invisible appendages

a teenage hothead who turns into a human

barbecue, plus a large orange gentleman of

whom the phrase 'brick shithouse' is somewhat

of a compliment... Marvel Comics' fantastic Four are

about as cool as superheroes get and with characters

as seminal as these, surely that cherished developer's

iicence would only be given to a company who could

transfer the wide eyed magic of comics to the PlayStation?

Hard and Allen Trilogys but when it comes to come

conversions, ail is not well, initially, Fantastic Four

promises much, with an ultra smooth FMV intro plus

a vibrant cast on loan from the comic (She Hulk, Dr

Doom, Sub-Mariner and chums). Unfortunately, Probe

forgot to borrow some of the imagination that usually

Erm, no Probe might've done a fine job on the Die

thwart the baddie who appears Robotnik-style at the end and then muck about on a Namco ish oading game white waiting for challenges anew. The more apprehens ve superhero can hone those beat 'em





Comic anoraka will no doubt be chuffed to see the Super Skrulis (1) and She Hulk (2)

Alternatively...

the Crew: City of Angels	6/10	PSAME
incrembible Huth	4.10	PSATS
Fanlastic Fone	4 10	PSW
from Man	2 10	FSW o

Magazine

VERBIET			THE COLO INGIN 123.	
GRAPHICS:	Half tidy 5	■ GAMEP, AY.	Here and there 3	Coal licence, disappoint
SOUND:	Daft funk 5	■ PRESENTATION:		product. The promise of
.IFESPAN:	Game over 3	ORIGINALITY: 2D E		
				AND AND SALDER CHIMBIN

Coal licence, disappointing and product. The promise of an ace comics-based game in still there so let's hope CapCom's Marrel



Actua Soccer 2

Has Gremlin managed to Stick one past Konami by redefining what makes the perfect PlayStation footie sim? Looks like it could be true



[1] Think of a faotle commentator's cliché. Now mouth it. See, you could have written this caption. [2] Beating goalles is what it's all about, though it's far harder than it looks here. [3] No man, dive at the ball, not at the oppositions' feet. That's a sure fire way to lose games, not win them!





e had our cake, we had our icing atop it We had 155 Pro and we all loved it. 'It's the best football game on the PlayStation,' we said, but then that was about eight months ago, and we all know how quick ythe goaiposts move in the world of programing standards. So now we have Actua Soccer 2, the sequel to the game that some believe was never really bettered by Konamis pretender, and perhaps one of the three most awaited games on the console, together with Tomb Raider 2 and that Japanese rolep aying effort which everyones

First, the format: with the release of Actua 2. Gremlin has decided to return to using international teams, ditching

the precedent set by its relatively recent Club Edition of the original title. This is probably a wise decision after all, next year sees the World Cup come to France, and we're going to want to recreate some of those forthcoming classic games. But though wise, it's also a slightly holow move, as far as the British football fan is concerned, for club loyarty rides every but as high, if not more so, than national football pride. So, Premiership and perhaps First Division clubs would have been welcome.

There is a way that you can slowly circumnavigate this problem, however, for Actua 2 contains a team editor which enables you to create a squad from scratch making decisions over kit colour, club name, the names of the players and their on-the-ballabilities. So it is



AS2 is the pace of the game; it flies quite

frankly, and it's certainly a

darn sight pacier than ISS Pro









(1) Ah, an Italian bloke with silver hair. That'll be Ravinelli, then. [2] See that – we're about to take a free kick and the higher in the wall is clutching his balls. That's disgusting, [3] Another free kick, same player, but no ball-clutching, thank the Lord. The goal's a bit of a way off, though.













FRICE:

RELEASE DATE.

Gremlin November

£44.99

■ DEVELOPER: ORIGIN

In-house

STYLE:

Football sim



[1] Weather conditions aren't fixed to lovely sunshine. You've also got snow to contend with. Just like Chelsea, then. (2) Russia, beating Brazil? That can't be right. [3] A German player demonstrates how to fall over, (4) Changing formation during the match helps. (6) A corner. But then that's obvious.

indeed possible to devise all of the Premiership teams and store them on memory card, though sady you can't do the First Division as well you're limited to 24 of your own teams

As is common with football games these days there are four styles of competition into which you can enter. To improve your handling skii s, there's a Practice mode where you don't have an opposition to get under your feet, so

you're eft to hammer away at goal unhindered There's also the obligatory friendly, for quick fire games against mates; a league mode with four leagues to battle through; and a cup mode, where you define which of the 64 International teams battle it out for supremacy. So far, so re atively ord nary

But 'ordinary' is not a word you can use when attempting to describe the game in action. For way before you tackle the team editor, and before you take on a full Cup tournament, you'll be leaping straight >

The best of the rest



With a far more 'arcade' style of play, ISS Pro doesn't have the depth of the likes of Actua 2, though it's still easily the best alternative soccer game on the PlayStation. So, a firm favourite.

Although really rather special, the original Actua Soccer title is now looking long in the tooth, and the way you ended up dancing around the ball for ages always make it a very tricky name to play.





Goal Storm didn't actually court favour with many upon its release, but Konami's forerunner to ISS Pro is an elegant simulation of The Beautiful Game. Yes, it's slow, but the gameplay is studied. We like it.

Adidas Power Soccer doesn't quite cut it in these heady times but it's different enough to everything that's gone before to make it a genuine alternative. The brutal, special moves ensure you'll always be kicking tolk.









(1) Ha. Ha ha ha ha ha. Sorry, got to laugh when the Krauts are getting beaten. (2) Sliding tackies are great if you make contact with the bail, but not so cool if you end up getting booked. (3) Neaders take a good long while to perfect, though they're effective. In the air, at least.

You can still play some beautifully

deft touches, there are loads of

special moves and the

[flow of the game is far smoother]

In for a friendly. England against Italy, probably. And what immediately strikes you about Actua Soccer 2 is the pace of the game; it flies, quite frankly, and it's certainly a darn sight pacer than ISS Pro. This turn of speed makes the game play more realistically than either ISS Pro or the previous Actua, a though it must be said that you can scream from goalmouth to goalmouth with such a pace that the pitch often seems too short and somehow out of correct proportion.

Despite the added speed, though, none of the refinements of the original Actual incarnation have been ost. You can still play some beautifuly defit touches and there are loads of 'special moves' to be employed flyou manage to get your player in the right place at the right time. The 'Actua Bail Dance' which had you

Men in the making



it's 'design you own team' time, with lovely psychedelic backgrounds to mesmerise you.



First off, decide upon a name and which strip your players are going to play in.



Then it's on to taking each player, naming him and deciding upon his strengths and weaknesses.



You've got 24 custom teams to play around with - just enough for the entire Premiership.

Actua Soccer 2



(1) Playing, rather than singing in the rain. [2] More clutchy-bally action in the wall. Football players, eh? [3] A blimp camera mode enables you to see what's going on, though the players look a bit on the small side. [4] Those weather effects really do get on the nerves after a while. IS) Notice the huge TV screen in the background which mirrors the action on your real 🕦 Spooky, that is. (6) And yet more fog. (7) The start of the game.

> running around the ball repeatedly trying to pick it up in the first game, is no longer such a hindrance (though it's not been entirely eradicated), and so the flow of the game is far smoother

> Setting up memorable goals is far from easy, though this is no bad thing - it takes a while before you even get your first goal, the game in tally seems that tricky to master, but stick it in 'Amature' mode (there are a so Semi Pro and Pro), and frustration is kept at bay. Stick with the game for a good number of hours, and you'll find that matches against the CPU become winnable, and more enjoyable

> But it's when playing against friends that footbail games are at their most enjoyable, and its here that Actua de ghts. As many as four players can compete at once, using the PlayStation's Multi-Tap, with no more than two players on either side, though it is possible to play with just two players taking on the CPJ, both

pattling for the same team. Because the action is that much guicker than the majority of the other footbal sims on the PlayStation, person vs person games are that much more fun. More fun, even, than the rather more arcade style clashes that ISS Pro players will be familiar with

Actua Soccer 2 is a considerable improvement over the previous editions of the game, and it has a very d fferent flavour to the Japanese title. ISS Pro was, and s, a fantastic football game, but Actua Soccer 2 is footba- It fee's like football, it's finally attained the pace of football and the distinctly British feel to it means that, to retire on a ciché, the PlayStation's best football sim has come home

than the majority of other PS footie sims.

are that much more fun







Good Stores

[1] That's what you'd call a ser ball gets kicked ahead slight a

	oal-mouth												
and you	'we got to	catch	up.	(3) A fa	ntastic	strike	and	, unfortu	nately,	an equali	y fantasi	ic save.	
V	RPIGT												



GRAPHICS:	As good as Gazza 9	■ GAMEPLAY:	Football at its finest 8
SDUND	Superb commentary 9	■ PRESENTATION:	Adequate 7
LIFESPAN	See you next century 9	■ ORIGINALITY:	Oh, come on 3

AS2 is better than AS, and it's a more football-like game than ISS Pro. It's still a hard game to moster but stick with it and discover that Oh, come on 3 this is the finest footie game going.



PSMZ 8/19

Alternatively...

R/18

8/1H B DASS

8.18 PSM18

7/10 PSME

Acina Sociar 2 Actor Soccor

Adides Payer Seccer

Blynnic Succes

ISS Pre



Jersey Poevil

And so another 3D platformer throws its hat into the ring. But is Jersey Devil all style and no substance or a final, timely PlayStation answer to Mario 64?

(1) You can adjust the 30 camera at will to suit your needs. Here, it's used to help us discover how to get across the canyon. (2) Wings. A most useful inclusion. (3) Boxes like these can be moved about to help you. (4) Jersey Bevil boasts some heautiful locations.







tricky. But JD is clever, it makes you work

for its prizes, and so

exploration is the key to much of it!

refreshing, if repetitive, platform water 'em up and Bubsy... web, Bubsy was plain y awfu And while they all wanted to be Mario

64 for the PlayStation, none of them, in all honesty, even came with a miles of doing so

Yet Jersey Devil s different. While its predecessors might have endeavoured to be a 3D game with platforms, JD is instead a patform game in 3D. The benefits of this are obvious. Rather than bogging the game down in clever visual tricks, it allows things to flourish. Yes, what's contained herein is no more than traditional platform fare — falling boulders, disintegrating platforms, secret bits, object collecting — but, patently, if it's alright for Mario, it's all right for anyone.

The story is largely forgettable – some old tat about evil Dr Knarf trying to take over the world (sigh) – but scripting has never been the platform game's strong point.





already had the ut mate 3D patformer in the s ken shape of Tomb Raider 2 (starring Lara Croft"). It did, after a , have everything that a top-notch example of the genre should do: massive sprawling, edge filled jevels, a more than-memorable centra character and a difficulty curve just bordering on perfect, But, in console playing world, the words '3D platformer' equal 'ovely, fluffy and nice'. Thus, any game featuring guns, gore and lithe, top-heavy sirens isn't I kely to be classified as such. Maybe next time Lara, love jersey Devil, then, is the fourth example of cutesy 3D-ing n as many months. Its

predecessors have argely been forgettable.

Argonaut's Croc was a diverting but simp stic

plodder; Sony's own Rosco McQueen was a

n a way, the P ayStat on has







The Intro is a magnificently long, ingeniously crafted piece of animation. The story is a a tad lame but who cares when it's presented as beautifully as this?







31

■ P BLISHER:	Осеап	■ DE vE v O PER	Magic Toon Studios
RELEASE DATE:	Out now	■ ORIGIN	United States
■ PRICE:	£44.99	m STYLE:	Platform game

(1) This is the setting for the first level. (2) Leaping. An integral part of any platformer. (3) Secret bits like these litter every level. This one leads to a KNARF letter. (4) The winged beast is at it again, leaping ever previously unleapable gates.



What you will need to know, preferaby, is the requirements. And, like the best examples of the genre, it won't take a genus to cotton on On each level there are fives etters waiting to be discovered. Once collected they'll spell out KNARF and then transform into a special K. (Jokes of a cereal nature are cordally invited). These are needed to access the next segment of the level.

But, while the premise might only trouble those lacking a brain, the lin game challenge is a good deal more ticklish. With over 250 locations (plus secret levels), you'd wager it might take you a while to work through it. And you'd be right. JD is an immense tale, it's not so much what's required of you but more how you go about it.

The puzzles, for starters, often appear brain-meltingly tricky. How to pick up that letter K' from behind the closed gate, for example (Naturally, it doesn't just open up.) Or, how to leap from the roof of the shed to the veranda on the bull ding opposite

(The jump is just slightly too long even for our winged hera.) But JD is clever, it makes you work

for its prizes, and therefore exploration is the key to much of it, with levels needing to be perused comprehensively throughout.

it's also a flam n' tricky game in its own right. Not only do the spectacular bosses at the end of each world require some concentrated Joypad genius, but even the simplest of enemies requires five or six hits before you can put it down. (Especially those ruddy headbutting school kids in the park level – gah).

Visually, the game is magnificent. The evels are a gorgeously designed and the purple Devi in mise fix



and the purple Devil himself moves with

Tamazing fluidity, exuding

personality and crisp animation





(1) Each level is entered via one of these gates. (2) That thing behind you is not nice. Run. Very, very fast. (2) These steps lead to one of the game's many tricky bits: gravity-defying planks.





Jersey Devil









Jersey's life story

n each level there are a number of wooden boxes that can be broken open by Jersey Devil jumping on to them. Some contain nothing for KNARF lotters) but some contain pumpkins which can be collected up and stored. Once you've garnered yourself 100, you're rewarded with an

If that seems too much like hard work, however, there's also a plethora of extra lives hidden in each of the areas. The best way to discover these is often to use the moveable camera - which is done via the shoulder buttons - as many are hidden in trees which can be climbed but not seen into with the set camera. Also, It's worth remembering that you are also sometimes rewarded with an extra life when you kill off enemies, particularly bosses.





(1) This comes at the end of a particularly tricky leap-and-hope section. (2) Which, handly, takes the form of this area. Nice.

moves with amazing fluidity, exuding personality and trisp, exact an mation. Pop-up is also commendably kept to a min-mum Indeed, the leve's seem to mist up in the background and then pleasantly take shape as you move towards them. The musical score is a so worth mentioning, such is its wonderful filmic flavour

runners, does occasionaly get caught in trees and buildings and clog up your view. And on some leves it won't physica y a low you to switch views at all, meaning you sometimes have to play into the camera This, unsurprisingly, only serves to frustrate

And maybe, when all's said and done, the game's just a little bit too hard, with the latter worlds suddenly

ramping up the difficulty to vertigo-inducingly high evels. That's not to say only expert gamesplayers need apply but, certain y, you'l have to possess octopus!ke joypad skills in the latter stages of There are small niggles. The camera, although on Of course, there's a lot to be

said for a game that has you furrowing for its treasures and ID, for the most part, rewards you amply when you do succeed. But, from time to time, it needs to a ow you a little more rest bite instead of throwing all its multiplehit baddies and moving platforms towards you at

once But don't et that detract you from the fizzing satisfaction of Jersey Devil. It's hard but, task completed, and you's be awarting the next section with baited breath

So, the best of the 3D bunch? On, certainly And a rip-roaring, beautifully designed game into the bargain. Platforming the way it used to be, certainly, but great platforming

Aiternatii	very	/
Erest Bendicuel	9.10	PSMI
Pandonium	0.10	PSM
Jersey Devil	8 18	PSMZ
Рандиполіню 2	8.10	PSMZ
Grush Bundicool 2	1/10	PSMZ
Jumping Flash 2	8.10	PSMI
<u>Erec</u>	7.10	PSMZ
Mickey's Wild Advanture	7 10	PSM
Finaling Banear	0/10	PSM

hard. certainly you'll have to possess

ctopus-like joypaa ikilis in

the latter stages of the game!

Magazinezz ... IFESPAN.

VERDICT GRAPHICS Beautifully realised 8 ■ GAMEP, AY Leaping and ducking 7 ■ SOUND. Orchestral, Terrific 8 ■ PRESENTATION -Tidy, often gorgeous 8

> Hard. But worth it 8 ■ ORIGINALITY

Does nothing that platformers weren't daing 10 years ago but, nevertheless, a huge, colourful, nareish same that positively Been done before 5 demands your attention.



PRICE

£39 99





Courier Grisis

Bicycle messengers and the PlayStation - together at last! No, come back! It's got mountain bikes in it! And gutloads of violence! Honest, like...









PlayStation conversions go, the world of cycle couriers is not one that readily springs to mind. Fair enough, bike messengers get to wear those funky pollution masks, but given that most of them still sport goatees,

the prospect of a game featuring a bunch of post grunge postmen is about as we come as cholera

Mercifully BMC has realised this and sprinkled Courier with fresh thri, s. The object is to peg it around a huge 3D metropolis delivering messages to an increasingly harsh time lim t. Hardiy breakneck stuff in these post Lara days, but there's more. Groovy mountain bixes.

Bone-knackering stunts! Driveby shootings! The chance to hit pedestrians and kick dogs! Poss bly not what the average bike messenger gets up to on the streets of Great Yarmouth but certainly the reason why CC is worthy of your attention.

From its opening sequence of hi-speed collisions and rendered winos, it's easy to understand where the game's appeal lies. Sure, it's comprised of over 250 missions and the city's five sections Civic Centre, Chinatown, Waterfront, Industrial and Skid Row are suitably atmospheric but CC is addictive for what you can do between drop offs. Why bother



(\$1 Follow that huge dollar sign to complete your mission, (2, 3) And hands up who's never wanted to launch their mountain bike on to a passing taxi? (4) 'Swipe the last aprinkled donut, will you? Eat knobbly tyre, fat bloke!'



picking up a package from a businessman who

calls you a 'knuck ehead' when you can use the Jump





[1] It doesn't take too long to find your way around the maze of streets. (2) Take the corner sharp, or alternatively plough straight into a pedestrian.

option to bench-hop on to a police car before planting a sneaker into the gooles of a construction worker? Admittedly, this type of charming behaviour won't unlock

the more challenging areas of the city but as digitised wails and crunksome bike FX scream out of your telly, it is fun of the highest order.

And thus before you know it, you'll have conquered several levels, hurdled ambulances and broken the back of your hapless courier approximately 4.7 z for times so what's there to keep you biking? We., not completing another 200 bloody levels, that's for sure. Mountain bike freaks will be chuffed that the gravity defying stonts (check out the ramps in Chinatown) have been coded up with the help of BMX pros. CT Sikes and, yup, that Big Beat-ish soundtrack is suitably 'kickin'. But unless PSM has failed to find the secret bonus level where the bike transforms into a winged salamander and your mission is to blitz the Kingdom of Cthaarthina with unsold copies of the Supergrass album, the words 'extended' and 'gameplay' seem destined never to meet.

So just why do you keep coming back to Courier Crisis? It isn't particu arly addictive and its graphics are fairly unremarkable, BMX blood)ust? Two-wheeled road rage? Whatever the reason, if you've ever suffered a lungful of exhaust fumes before ploughing into the arse of some daydreaming jaywalker its bliss in a box. Now, where did I put my bikec 195

Alternatively...

Road Hash	8.10	PSM3
Courier Crisis	8 10	PSMLT
ESPN Extreme Sumes	6, 18	PSM12



VERDICT			
GRAPHICS	Blockbusters 5	GAME PLAY	Yes. And no 6
L SOUND:	Block rockin' 7	■ PRESENTATION+	None too shabby 6
LIFESPAN	250 (count 'em) missions 8	■ ORIGINALITY -	But, of course 7

Buckets of fun for the first half hour. Tadium on a stick for the remainder of the day. But you will no back to Courier Crisis. Yes.









Lara Exposed!

Ms Croft returns to front the



Featuring

Rage Racer

Exhumed

Warhammer: SOTHR

Excalibur 2555AD Destruction Derby 2

Pandemonium Little Bio Adventure

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Priceless!

The gaming gems that deserve a full five stars

Get Smart...

Strategy games that are too clever by half...



(1) Like the original game, there are some superb, long slide levels to negotiate. Where, [2] Shimmying up and down poles, while avoiding electrical blobs, is not the sart of thing that happens in real life. [3, 4, 6] One of the occasional hosses, this dragon is not stuff. [Cue whistling wind and tumbleweed].







Pandemonium 2

It must be the season of sequels, for here come Nikki and Fargus again.

This time they're heading off to space in a big rocket









(1) The level selection screen is in fact completely pointiess, as there are no options to take on the path between levels. But it looks nice. (2) A bridge. Clearly. You cross these. (3) Some of the monsters look like they've come straight from a Salvador Dali painting.

e're beginning to detect a pattern here. Exact yone year after its release we get the sequel to Tomb Roider. And exactly one year after its release we get the sequel to Pandemonium. And they're both released just in time to make it on to your Christmas wish list, it's almost as if they had a plan.

Fans of the original Pandemonium will recall that it was a very jolly platform affair which we thought we worthy of a 9/10, it had the heart of a traditional

platform game—such as a Sonic or a Mario—but due to a cunning variety of camera angles it had the looks of a more modern game. It was in fact a two-dimensional game (with options to move only left or right) cleverly masquerading as a 3D one. But it was really well done and —slightly to our surprise — we found that the illusion worked. This combination of tried and tested platform gameplay with excellent looks hung together very cleverly and lead to some fast, exciting action as you leaped and dodged towards the cimax.

Version two is very much more of the same. As in the original, there are two characters to choose from at the beginning of each of the 14 leves. They're the same characters as before: Nikki, the female enchantress who can jump really high and Fargus, the jester who isn't such a high leaper but is able to attack monsters. Fargus aso has a new feature this time around. Sid, his puppet on a



the character best suited to each

level which greatly increases

the game's replay value







PUBLISHER:	BMG Interactive	■ DEVELOPER:	Crystal Dynamics
RELEASE DATE:	Out now	■ ORIGIN:	United States
PRICE:	£44.99	■ STYLE:	Platform game



(1) Although it may look innocuous, that spiky thing in front of Nikki is actually one of the masticst monsters in the game. (2) This practice sub-level lets you get the hang of the siderang. (3) Don't jump on the big plasma-filled ball when it's sparking like this. You'll get a nasty shock. (4) A journey by lift. (3) Nice perspective as you hang from that rope. (6) Still crossing bridges. (7) This gene launches pulses of energy at you. For some reason of its own. (6) Manging around. (8) Outer Space is welld.

















stick, is now a 'siderang' and can be thrown around always to return to his master's hand. The siderang can be moved about in-flight (rather like adding aftertouch to a ball in *Actua Soccer*), making it an ideal tool for with monsters and picking up hard to reach bonuses. The idea is that you choose the character best suited to each leve. Nikel for ones that require fast movement and timing, Fargus for the ones that are crawling with monsters. This double character is one

of the definite strengths of the game, not only does it add an element of variety to proceedings, it also greatly increases the replay value of the game. Every evel has places that are only reachable by one or other of the characters, so replaying a level with a different character can bring tangible rewards, like extrained or weapons.

The levels are based on very much the same deas as before too. There are coins to collect in every level; once you get 500 you get an extra life. There are power ups that either allow Nikki to have a firing weapon or boost Fargus's siderang There are platform's aplenty, ots of swinging, bouncing things to avoid and the occasional monster, some of which have the intelligence to fire at you. The monsters are nicely varied, ranging from the highly comica and rather inept to the sinister and spiky.







Pandemonium has a bonus level that's activated whenever you find more than 80% of the treasure on a level. The bonus level is basically a single track down which you surf, rather like the Silver Surfer. While there're no options to move left or right, the level is a real challenge as you attempt to duck, jump and glide through a succession of pinball-table-like obstacles and collect even more treasure to turn into extra lives.











Sid introduces the story behind Pandemonium 2. The comet that's heading towards us spells certain disaster if the mad Queen gets to it first. Nikki an



(1) Lovely bubbles save you from the molten lava. have three layers, one of which pops each time yo jump on it, so you haven't got forever. [2] A charm tree scene from level one. Gorgeous details like th abound. (3) Some of the power-ups let you pump baddies up until they explode. Like this. (4) Anothe boss, this time from a long way away.



There are no leaps of faith in this

game. the camera angles are always cleverly

ferised to show you what

you're letting yourself in for

 But it's the way the levels are constructed that, once again, makes this a surprisingly entertaining game for one that's so derivative. Pandemonium 2 has just the right difficulty challenge so that the first time you play t you can complete it. Just, it will require a. of your gameplaying skills to master the leve's first time around, but its definitely possible in some part this is because Pandemonium clevery avoids the pitfalls of many platform games. There are no 'leaps of faith' in this game, where you throw yourse'f head ong into a situation with no contro.. The camera angles are asways cleverly devised to show you what you're letting yourse fin for. Chinese proverb writers would approve of this game. So you a ways have control over the game and if you die it

be because you weren't skilful enough, not because some hateful programmer has surprised you with a spiky pit at the bottom of a long drop. For example In fact the whole game is beautifully signposted to make it as easy as possible for you to enjoy. The first time you need to use a skir (like controlling

Fargus's siderang) you're given what amounts to a gentle tutoria in the shape of a sub-leve. This neatness of design carries itself throughout the whole game, this is clearly a platform game devised by people who love patform games

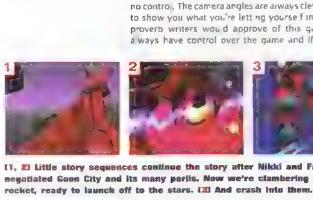




[1, 2] Little story sequences continue the story after Mikki and Fargus have negotiated Goon City and its many perits. Now we're clambering into a



11 11 58 (1.73) "





Pandemonium 2



Fargus rush to Goon City where they hope to be able to get hold of a rocket and fly to the comet itself. The litea seems to turn Fargus a bit funny,



understand exactly how good ones Work

The ingenuity involved in the game doesn't stop at the practical level either, Pandemonium 2 is, as you can see, a feast for the eyes too. The richness of the colours combined with the skills of some extraordinar y fine graphics artists make Pandemonium a harmon ous riot of visual delights, In spirit the game evokes the wonderful fantasy worlds of something ke Alice in Wonderland crammed as it is with weird and wonderful environments, obstacles and monsters

Pandemonium 2 is not perfect, however it's a tile too short - the 14 leve's can be finished in about six hours - and although it does stand some replaying, as mentioned earlier, the second time around it becomes much easier and therefore less of a challenge. There's no option to up the difficulty level, which means that gaming experts will find Pandemonium 2 an extremely pleasurable but short lived experience. There's so much magination crammed into the creation of the leve's that it seems a bit churlish to carp at the lack of longevity, but It's a shame nonetheless

Towards the end, as well, there's another well

P2.evokes the wonderful fantas

worlds of something like Alice In Wonderland,

crammed as it is with weird and

wonderful environments.

meaning triumph of imagination over satisfaction. The east two levels are completely unique, changing the mechanics of the gameplay entirely, but while this sounds a great idea in principle, it is in fact a bit of a disappointment, Just at the point where you've honed your platforming skills to near perfection, the game requires you to change the way you play, when a more satisfying ending might have been to present you with a really tough platform challenge. We won't spo the surprise by teiling you how the game ends, especially as the surprise element is the best thing about it. The designers would have been better off repeating the enormous y fun metamorphos stricks of the or o na where your character occasionally turned into a monster itself and was therefore presented with new challenges But they didn't

But it's possible to overlook most of these flaws just for the sheer good fun of Pandemonium 2. There are levels stuffed with wonderfully exciting tricks. traps and monsters, there are other levels which require the most extraordinary jumps as you travel through asteroid-strewn space. Pandemonium 2 is superb quality entertainment in spite of its flaws and demands a place in any self-respecting PlayStation gamer's collection





(1) Another shot of the bonus level. (2) Funny mushrooms suck you into the air. We're not making this up. (3, 4, 8) Travelling through outer space is not the chore you'd imagine it to be. You don't become weightless either.



Dresh Bandicost	U/10	PSM10
Pandamanhan	A. 10	PSM14
Pandeminium 2	8/10	PSM27
Crash Bandisool Z	8.10	PSMZT
Januing Flush 2	8/10	PSAM 2
Bres	7/10	PSMZS
Mickey's Wild Adventure	7.18	PSAG
Floring Russer	6/18	PSAN 4



PlayStation Magazine Pay

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ď.	GRAPHI	CS.	

SOUND

. IFESPAN:

Top-notch 9 Scintillating 6

Top short by half 6

GAMEP, AY

■ PRESENTATION

■ ORIGINALITY:

Platformer on acid 8

In places 7

Designed by enthusiasts 9 White not quite the beast that its predecessor was. Pandemonium 2 is stiff one hell of a gas. But if you haven't played the original, buy that before you get hold of this.





Every so often a game lands in the office that makes PSM sit up, pay attention and fight tooth and nail to get hold of it. Ladies and gentlemen, let us introduce you to MDK



at one would be foo hardy at best. This opinion seemed to be panning out when PSM first got a look at a version

earlier this year - not an occasion for celebration, more

like a good excuse for a wake. After watching the progress from the sidelines. Shiny Entertainment

president Dave Perry stepped in to bring the game back

As far as a plot goes, it's the usual run-of the-mil

on track. And a damned good job, too.

As soon as you whack the shiny (geddit?) disc in the PiayStation we'rd things begin to happen. To start with, MDK loads dead quickly none of this make yourse fla cup of tea while-it-loads lank (Capcom, take note). As soon as you start playing you know you're in for a strange time... well, how many other games have you chasing a power-up as it runs away screaming in terror?

The first few levels begin easily enough, with you

the universe and you, our only saviour, Kurt Hectic, have only three things on your mind. Murder, Death Kil Nice one

sci-fi stuff. It is the future and humans have been forced into slavery... b ah b ah... homic da a ens . yadda yadda... intergalactic light stream... blah





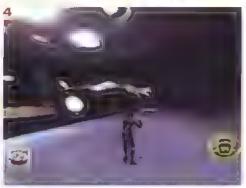


■ PUBLISHER:	Interplay	■ DEVELOPER:	Shiny Entertainmen	
■ RELEASE DATE:	Out now	■ ORIGIN:	United States	
PRICE:	£44.99	■ STYLE:	Third-person blaster	









[1] Gliding can be a very useful method of attack. (2) Look carefully and you'll find a few secret levels to hide in. (3) A perfect example of mure agree of huntrair. Throw the bound towards the aliens and the fools hill all turn and woulder up to it. A few seconds later it blows up in their faces, neatly getting them out of your way. O MORE INVALSABLE AND AS big, even the aliens use trains to cross them.

biasting through a very handy tuition level that shows how to use the sniper rifle. When you first fire it, you get a 'very nice, thank you, but you can't beat a Catling gun strapped to the wrist for that all-out alien corpse action' feeling. Until you get to the next stage that s, when you realise how important the rifle is to Kurt's progress.

The idea is to collect a sorts of rounds, starting with little builets a lithe way through the spectrum

of death-deliverance to the Bones ar strike - a phenomenally powerful corpse-curding bomb Being a hideously well designed game, by the time you're halfway through the first level, you'l be proficient with the sniper rifle, having fired mortars into the holes, shot a ensithrough their eyebas from two miles away and flattened buildings with a single shot

In later levels you'll find yourself shooting the sentry droids, then picking off the bad guys with a quick bullet

through the face. A minute later, the level is clear and you can admire the graphics without fear of getting shot through the skull at any moment.

And they are worth admiring, Wandering through

the levers, you're struck by how imag native they look Each time you think you've seen as good as it gets, the graphics take a further step towards

Planet Odd, The story has it that minecrawlers are set to destroy six cities across the Earth. The first level is a drab, brown affair until you get inside the complex and uncover a huge cavern full of bedazzling transparencies by the time you reach the top there's a striking sense of vertigo. Each minecrawler is very different from the last with the gamer visiting some magnificently mysterious sites from the wild is es of Scot and to rooms apparently decorated by

ackson Powock himself
But then scenery is no use without decent characters. Fear not, though, for MDK has them by the bucket oad. All the Stream Riders, no matter how

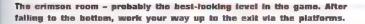
far up the alien food chain they are, share one common feature—they're ad bloody ugly. The foot soldiers, slow and cumbersome, potter about, taking their time lining up shots. But the higher their rank, the better their aim gets — by the time you reach the final level, its more than likely you'll get wasted by their laserfire even before you've lined up a shot. Even when they're right in your face, as they often are, there is no sow down, with the polygon monsters looking even ug er at close range.

The only discernable problem with the graphics is the frustratingly high number of glitches. Wander











mysterious sites from the wild

lackson Pollock-style rooms!





(1) Throwing the decoy dummy will cause all the bad guys to turn and wab giving you plenty of time to blast them. (2) At the end of every level you have to ride the streams to escape - if you're in trouble, Bones will drag y out in time. (2) One ugly mother. (4) Dan't even try it without tons of armo





en you're whizzing along,

shooting the crap out of every alien the

music belts along at

an equally cracking rate

too close to walls and levels just appear. Retreat a bit however and they disappear. When eventually you do find your way around the corner, it often turns out that the level you've been trying to climb is a walkway. Annoying? Yes Infuriating when you've nearly completed evel seven. Too right

Aural y though, the game is a cracker it's not often that we get treated to such a wonderful soundtrack in a Hollywood film, let alone a videogame, Normally games make do with dodgy techno tracks or seedy guitar tunes (stand up, V-Rally), but with MDK you've got the full orchestral thing adding to the already impressive atmosphere. Even better, the music is perfectly tuned to the game, so when you're whizzing along shooting the crap out of every alien you can see, the music beits along at an equally cracking rate

Alas, the sound effects aren't as gobsmacking as the music, but they're still pretty smart. One ever-so charming favourite was the sound made by a bullet hitting a soft part of the body a lovely squish. Pas, I you wait too long before destroying a sentry droid, It'll wake up the bad guys and you'll be able to hear them shouting to one another in their bizarre, guttura language, if you then choose to start picking off their numbers, they'll scream and jump about before emptying their power weapons in your general direction

While MDK will suffer from comparisons with Doom and its clones, it deserves better Often you'll find yourse fic imbing walls ax n to the best 3D platformers or gliding from dizzy he ghts ke the PayStation's very own Pilatwings. Older gamers will even see similarities with the Atari classic Gauntlet, with the option to stem the flow of enemies by destroying the guard generators.

Basically, MDK is one of the cleverest games the PlayStation has ever seen. Beautiful gameplay top sound, wonderful (well, most of the time) graph cs... Now then, how about a seque?







Alternatively.

9/1D

9/10 / B/10 /

1/11 / 8.10 8/18

6.10 /

5, 10

(1) At close range the polygon enemies look even uglier. (2) Shoot the target and you'll uncover a huge air vent to help you climb.

Little Green Phlegm









(3)	MOK	
er in	Allen Tellegy	
DK.	Life Force Tenior	

PD ed

8000

Firmi Depart

Echromo

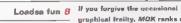
So, you might have seen the zooming sniper mode in Goldeneye but Shiny Entertainment did it first with the PC version of MDK.
The only surprising aspect is how well it works - just don't get too close to the swine otherwise you'll be able to see right up
the vile bugger's nose. Mind you, there's no botter decongestant than a builet.

016-10100	
Plays	tation
/ -	Magazine

	T E H U I S I	
	■ GRAPHICS:	
	■ SOUND	1
27	TEESDAN Man	4.

Da	zzling	8	





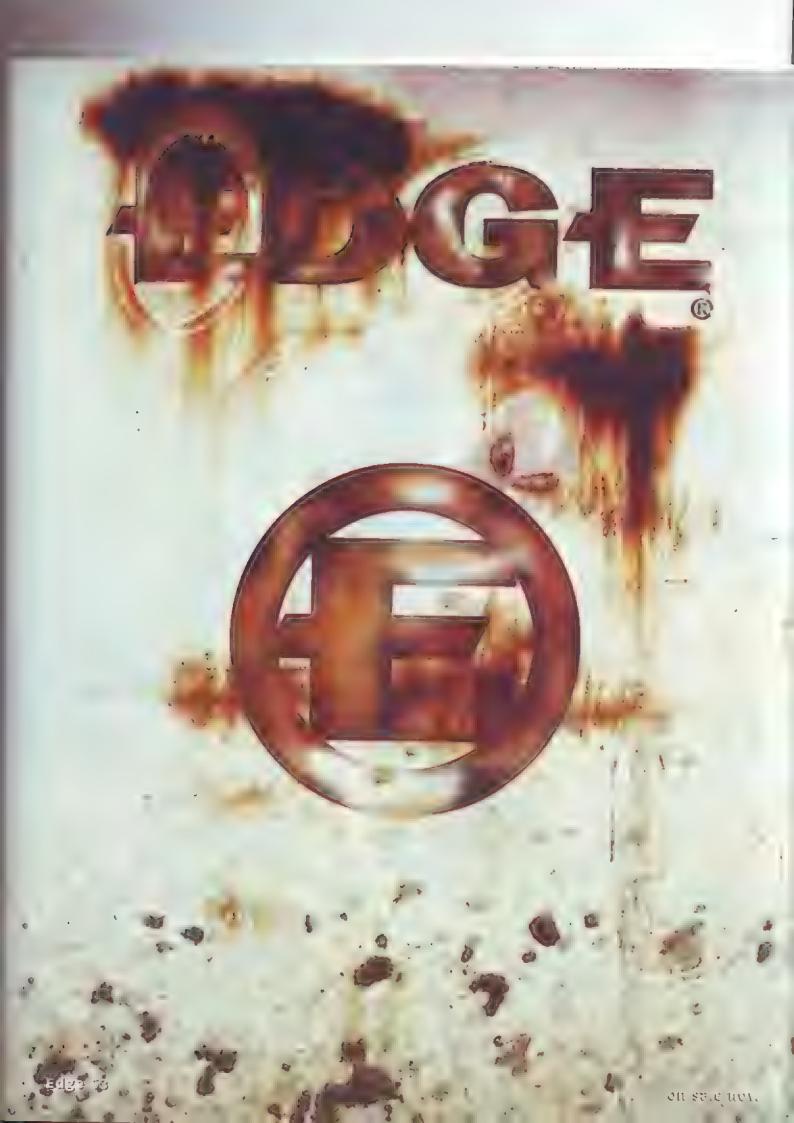


graphical featity, MOK ranks as one of the most intelligent blasts on the PlayStation, You'll have a





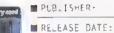












Освал Out now ■ DEVELOPER: ■ DRIGIN:

Eutechnyx UK

£44.99

■ STYLE:

Driving game

Motor Mash

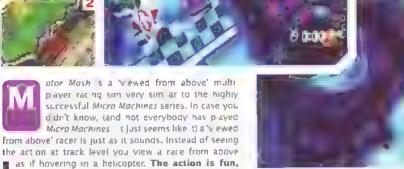
When the going gets weird the weird get going

in this 'wacky' racer from the creators of Micro Machines...



[1] There are some six worlds for you to traverse – this is the city. (2) The characters are of the comical cartoon variety. [3] En route, collect power-ups and use them with dastardly intent on hapless folk that happen by. [4] Trees obscure your path in the jungle. (6) If you're looking for Atlantis...





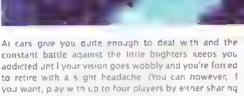
fast and furious, with vehicles zooming off into the distance, and others colliding and sliding-off all over the place.

Motor Mash is the type of game which is best played against the computer because it is not suited to a spilt. screen, therefore the musti-player games are restricted to 'knock-out' races on a single screen where you's mply push your opponent off and eliminate them in order to win a race. The most satisfying way for a group of people to compete against each other in Motor Mash s to race against the clock in single player races. The

constant battle against the little bighters keeps you addicted until your vision goes wobbly and you're forced to retire with a sight headache. (You can however, if you want, play with up to four players by either sharing joy pads or using a Multi-Tap)

There is certainly no shortage of track to tear up. with races possible across six cartoon worlds (City, Wild West, Nightmare, Atlantis, Arctic, and Jungle), each with six different courses. You also have nine different characters to choose from who have vehicles of varying speed, handling and endurance. And last but not least you have a veritable arsenal of unusual weapons and power-ups to pick up and confound your enemies with

it's a highly polished game built by people who have obviously done this kind of thing before. The 3D theme worlds are beautifully realised and interact well with the gamepay (try driving off a c ff or straying too close to a carleating plant). The camera work is also smooth and integent, the cars handle quite superbly, and there is pienty to test your driving at speed sk is to the mit, it just lacks originality and the ability for top mu ti-player fun.









(1) Motor Mash is a racer where you have to sprint to the front of the screen, leaving your opponent behind, to take a point. (2) And it's very similar to Supersonic Racers. (3) Aha, here's the slippy slidey ice world.

Alternatively.

Haler Maid	E 10	PSI
Supersonic Recent	B/11	P88
Nitra Machines V3	B/10	PEA



GRAPHICS:	Splendid 7	■ GAMEPLAY -	Fast and smooth
50UND:	Great little effects 6	■ PRESENTATION:	Easy does it

Umm... Yeah! 6 ■ ORIGINALITY:

This is hardly a ground-breaking game but its pace, sense of humour and overall quality m it's also a game that equeezee Ju-Umm... No! 3 a little more out of an old idea













November

SCEE ■ DEVE, OPER: Slippery Snake Studio

PRICE:

E34 99

■ DRIGIN: ■ STYLE:

(4) Rescue hostages for big bonuses at the end. [5] You need to smash these switches to exit a level.

3D shooter

un



Rosco McQueen

It's a case of fun, original gameplay over Superflash polygon graphics as SCEE brings you the first emergency services simulator. What next, Virtual Casualty? An RAC call-out game



game without incredible 3D graphics, state of-the art FMV or a massive cence? Surely t won't stand up against the F1 '97's G Polices and Crash Bandicoot 2s of this word, come Christmas time?

Well Rosco McQueen won't se mi ons but what it tacks in glamour it makes up for in pure, unashamedy fun gameplay. Put s.mp y, Rosco McQueen s different, It has 3D shoot 'em up elements, but you're shooting fires or hacking at cute I ttle robots so it doesn't feel as tired as most 3D games out there nowadays.

In a shocking piece of originality Rosco McQueen has you putting out fires with different tools you'll find around the leve's and saving the lives of poor souls

trapped inside. The exploring and platform elements come in to play as you clear out the flames then hunt the hidden sections for people and weapon power ups

Everything here is geared towards having fun while

you play, a med at younger gamers although seasoned veterans will find its appear irresistible. Each level is packed with extras that raise a smile and there's always one set piece fire that takes more than your usua arsena to put out - then you're up against the clock to figure it out.

Rosco McQueen is a pleasant surprise. You may be disappointed by the looks when you start but a couple of leve's later you'll fail in love with its simple cuteness. The exploration and platform elements won't tax you too much and spraying water around and using power ups is more fun than you could imagine

Whife it will no doubt be overshadowed by its glory-covered big brothers with big names, there's a place for Rosco McQueen among all the Christmas bestise ers. SCEE has a new cult hero on its hands Let's just hope it realises it and pushes this one A game of real mass appeal, make no mistake t's not fantastic or mind-b owing, but overlook this and you'll be making a huge mistake

Plenty to do and see 7

Very smooth 7

Alternatively...

а МеДивел	7.10	PSN
i Armstrong	4/10	PSM





■ PRESENTATION: Surprisingly good 7

Simple 3D 7

ORIGINALITY: Novel twist on a theme 8 fun. Hard to resist.

IM GAMEPLAY:

Won't make your jew drop, certainly not in the graphics depart ment at least, but Rosco McQuee. gozen playability and is plenty of





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Broken Syvord II. - The Smoking Wirro

It's not broken and there are no swords in it. But it is Revolution second cinematic adventure for the PlayStation



he name conjures up images of a variant warrior, who must cross strange misty lands barter with sub-human inhabitants of slimy bogs, battle giant creatures and escape devious booby-traps in a quest to find a blacksmith to restore his trusty weapon. But that would be misleading. There are no trolls, gallant warriors or smithles in fact, there doesn't even seem to be a sword, broken or otherwise.

The characters and style of this sequel to Broken Sword are similar to the original, although the plot follows a rather different story. The player directs the actions of the central character, George Stobart (no relation to Eddie) whose girlfriend has been kidnapped. The relatively simple job of rescuing her leads into deeper mysteries surrounding Mayan artifacts, prison

breaks, pirates, revolutionaries, assassins, drug smugglers, art critics and the end of the world

As you might expect from a company who produced best-sei ers such as Lure of the Temptress and Beneath A Steel Sky (PC/Amiga), the game is highly cinematic and atmospheric. Disney animators have worked on the character movement and the music has been orchestrated by Barrington Pheloung, the renowned composer. Great care has been taken to ensure that this is a very artistic as well as playable game, even to the point where the characters are anti-aliased against the backgrounds so they don't look obviously overlad Multi-plane parallax scroling and transparency layers add to the effect. The resulting feel is that of an intensely detailed and believable Saturday morning adventure cartoon, which is interesting to watch as well as play



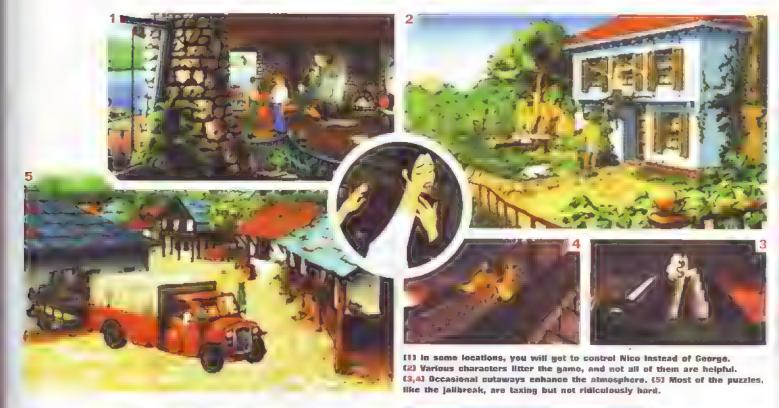








■ PLBLISHER:	SCEE	■ DEVELOPER:	Revolution
■ RELEASE DATE:	Nov	■ ORIGIN:	UK
■ PRICE;	€44.99	■ STYLE:	Graphic adventure



Charles: The second

Revolution's Charles Cecil shares his views on PlayStation adventure gaming.





Beneath A Steel Sky had a postapocatyptic feel to it (mostly due to Dave Gibbons' excellent artwork), Broken Sword Is a sort of Tin-Tin for grown ups. How Important do you think the underlying atmosphere is to a game?

n a storyteling game, the atmosphere 5 hugely important. We are trying to

create an environment that draws the player into the game. Graphics are very important, but so too is dialogue, music and sound effects, in this respect we have been very pleased to work with professionals who are masters in their specific fields. For example, we worked closely with Barrington Pheloung -- a composer of enormous skill and experience who really understands how to create emotion through music

Do you think you are getting anywhere near the limits of the PlayStation as a gaming platform? From a technology perspective, we have pushed the PlayStation very hard - there is not much more that we could do. However there is always from to develop the gameplay of a genre, or use the hardware more effective y. I am pleased by what we have achieved with Broken Sword II but we will confinue to build on our experience to push the limits further

What are your thoughts on the success of Broken Sword? Were you surprised?

t did much better than expected on the PlayStation. The forecasters assumed (wrongly) that PlayStations are always bought to play arcade games but the feedback that we have had from customers has been really positive. Those who bought Broken Sword ove this type of game

Can we expect a Broken Sword 3?

We are not working on a Broken Sword 3 at present - nor do we intend to do so for the foreseeable future. But one day I hope that we will write another Broken Sword.

reveal funny looks (try showing the nylon

guard on the docks

This does have a cost though - the PlayStations RAM I mitations have not been completely overcome and some scenes and animations take time to load But it seems to have been handled intelligently, and s much better than the original in this respect

Control of the adventure is in the post-Mankey Island point-and-cick style. This can be tresome with a controller rather than a mouse, but pointer speed can be adjusted in the preferences screen. Objects can be picked up without I mitation (though how Ceorge fits a theodolite into his shorts is never explained) to be curningly used for various purposes, after in the game.

Progress depends in part on having conversations with other characters. These mostly reveal generabackground information, or funny looks (try showing the nyion panties to the security guard at the docks) but are occasionally vital to progress

The puzzles aren't that difficult and are all pretty ogical, and most time will be lost simply as a result of not searching locations thoroughly enough

In the longevity stakes, Broken Sword II has a lot going for it. Even if you did know exactly what to do in every situation, it would still take six or seven hours to play through the game, But with seamless graphics, wonderful sound and some great humour, you wouldn't want to rush through It.

Alternatively...

Broken Sword	8.18	PSAN
France disease 3		PeV
BiscWorld	7 10	PSV
Cyteru	5 . 10	PSW
Chromicles Of The Switzel	\$ 10	PSW
Blazing Dragons	6.10	PSAF -

Magazine 27 LIFESPAN Days and days to complete 8

WHERE FEE

Superb animation @

■ 50UND Brilliantly orchestrated effects 9

M GAMEP, AY:

Easier with a mouse 8

■ PRESENTATION: Superb sequences 10 ■ ORIGINALITY: Better than the first 7

Possibly one of the most complete and atmospheric adventure gaming experience noney can buy. Even better that the original version







aned .	8	PuB_ISHE	R:
		RELEASE	DATE:

Electronic Arts

■ DEve. OPER:

In-house **United States**

m PR.CE

November E44.99 ■ ORIGIN: ■ STYLE

Wreck-heavy race sim

Better than Destruction Derby 2? Well, that's what EA is hoping, certainly. But does NASCAR '98 boast anything new, other than the addition of a couple of digits?



(1) Off the course. Again. Recovering is far too coronary-inducing. (2) You start at the back of the pack and, as long as you don't make any mistakes, you can claw your way up. [3] The In-car view gives an interesting close-up of the nearest car's exhaust fumes. (4) Expect much caragainst-car shenanigans.



ASCAR, for those uninitiated, was horrendous A buttock-clerichingly abysmal combination of clapped out Ford Cortina lookalikes, Juggernaut style handling and ted ous tracks (that ran for 15 laps in an oval shape). 't

pushed PlayStation owners into the arms of Psygnosis' Destruction Derby 2 instead You'd be quite just fied in expecting a follow-up to NASCAR to herald none of the above faults and a wealth of new options. Mmm, we i

The pre-race options, it has to be said, are phenomenally comprehensive. You can adjust the specs of your car and tallor it to the individua tracks with inch perfect precision. Wheels and brakes are just the beginning and, the best thing is, your tweaking actually makes a difference when you race. With 24 cars to choose from each with actual NASCAR drivers - you're not kely to be short of tinkering material

The tracks - there are 16 in all - now vary in style rather than concentrating solely on the yawnsome ovals. The new courses are littered with glorious hairpins, chicanes and straights and the end result is a game not only bolstered by a healthy injection of variety, but lengthened considerably. The new, harder tracks compliment the more traditional ones excellently

A good start, though, is sport by shamefully fam ar problems. You'd see that the handling hasn't really mproved at all - on the oval tracks, the car drifts norrib y and even if you hadn't intended to, you're often hurtling along with your right hand side scraping against

■ SOUND

the outer wall. And the car feels so heavy, even furiously tapping left on the D-Pad can't pull you back out

As soon as you hit a grass bank on a more shapely track, you can kiss goodbye to any chance of winning Not only do you skid uncontrollaby then stop dead, but it takes years before your acceleration kicks in again. By the time you're back on track, the rest of the pack are at least half a lap ahead

Add to that a terrible in-car view and the fact that when you spin on the track and attempt to turn back round, you can be hit as many as five times in quick succession and come off consistently worse (as you struggle to maintain some direction) and you've got a driving game breaking the most basic rules of its genre

An of which means that NASCAR '98, though showing signs of improvement, still lacks the kind of invention and sheen that so enhanced Destruction Derby 2. Maybe next year



TOCA	9.10	PSM27
Persone Chellenge	8/10	PSMIB
MASCAR '98	1/18	PENZT
Need For Spend	5/11	PSARO
NASCAB Rucing	4, 10	P8M14







(3) A two-player mode doesn't add much to the tedious oval tracks. (2) Both cars experiencing some problems. 🕦 Stunts aplenty.

Magazine T LIFESPAN:

VERDICT GRAPHICS: Solid all-rounder 7

The cars sound like bees 6

Faulte de for it, sadly 6

■ GAMEPLAY:

■ PRESENTATION:

Handles badly 5

Tidy but uninspiring 7

An Improvement over NASCAR but still weighed down by poor handling and niggly faults. Could and should have been better this ■ ORIGINALITY: Not traditional rallying 7





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CCT BUAD CATTER DECK ON DESIGN DESCRIPTION PSX



[1] Just another driving game? No, 70CA is the first saloon car racer for the PlayStation. [2] And realism is its strength. (3) All the cars are production models. (4) In car. [5] Sound on-screen advice.



We've seen simulations of just about every competitive motor vehicle event

known to man, bar tractor pulling. Codemasters has spent the last year producing what it

reckons is the finest touring car racer ever...





th all the racing games available for the PlayStation, you might wonder why software companies keep churning them out by the truck oad. In the case of Codemasters and

its game, TOCA Touring Car Championship, the answer is simple - this style of racing hasn't been covered before, and it's ideal for computer gaming

Touring Car racing is the British equivalent of the American NASCAR competition. What makes it a most unique, though, is that the cars are production models from major car manufacturers - externally dentical to the ones we mortals drive around the roads. On the inside, of course, it's a different story. The engines have been tuned and modified, and the structure strengthened with roll cages.

This is one factor that gives TOCA Tour Car Championship much of its appeal. The other is the style

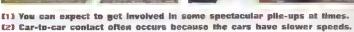
of the racing involved. The various cars spec fications and performance are very closely requiated, so that they're all very smilar in

performance. This means that victory

is largely down to driver skill - always a bonus and that competition is thick and fast, with cars bunched up closely, all struggling for position. Car to car contact is common and spectacular spins, skids, and crashes frequent. Because of the (re atively) low speeds and toughness of the cars, though,









we mortals drive







■ PUBLISHER:	Codemasters	DEVELOPER:	In-house
RELEASE DATE:	November	m ORIGIN:	OM
■ PRICE	£44.99	■ STYLE	Racing simulation

(1) The circuits have been designed to be as realistic as possible. The course data came from Ordnance Survey maps. (2) Check out the Audi. The car handling is phenomenal. (3) TOCA is a sim to match F1 '97. [4] Even the skids are fun.









The graphics are fast detailed and

liberally peppered with neat effects, and the

to grace a racing sim

these are rarely disastrous, with cars normally carrying on racing. The question, then, is why has it taken so ong for a computer game based on Touring Car racing to appear?

Fortunate y, TOCA Touring Car Championship easily lives up to the potential offered by the sport that inspired it, and the result is another excellent game from Codemasters. The graphics are fast, detaled, and berally peppered with neat effects, and the sound is among the best to grace a racing sim, with excelent engine noises and spot effects. Likewise, the presentation is of a high quality, with a simple menu system and nice touches , ke pre and post-race commentary from Tiff Needed of Top Gear fame

What really makes TOCA Touring Car Championship, though, is its attention to detail, accuracy, and realism - all of which contribute to the game's superb playability. The game features all eight teams and courses from the 1997 season. All the cars were laser-scanned to produce 3D graphics accurate to with n millimetres. I kewise, the basic course data came from 3D models supplied by Ordnance Survey - the graphics were then designed from videotapes and photographs of the tracks

Even more impressive is the accuracy and realism of the cars' handling, TOCA features some of the most complex physics models to appear in any driving game, calculating the inertia and momentum of each car, its centre of gravity and effect on the suspension, and the grip and traction of each wheel independently. The superbin-car view uses the same information to calculate the forces acting on the priver's head, and thus the movement of the car around him

All of this is backed up by one of the most impressive All routines we've ever seen in a PlayStation racing sim Each is rated in many different areas, which work in combination with the physics mode to determine their actions in the race. The system does work - TOCA features some of the most convincingly 'numan opponents you'll ever race, to the extent that they even remember the actions of other drivers, Run a car off the road in one race, and in the next they'll still be haiding the grudge

The end result is an excellent racing sim that plays ke a dream because the cars drive like the real thing The other drivers provide stiff opposition, so you get real satisfaction from passing them and the different tracks ensure a lasting challenge. This deserves to take its rightful place alongside F1 '97 and v Rally as the best of their genre.



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One of the unique features of TOCA Touring Car Championship is that the cars involved in the racing are all production models the sort of thing that people drive around the streets all the time. At least they are on the outside. On the inside they have been tuned, tweaked and modified for a frighteningly fast experience. This is one of the reasons Touring Car racing is so popular.

Pl	ays	tation Manazine	т
		Magazinezz)

VERBICT ■ GRAPHICS:

Accurate, detailed, fast 8 Excellent effects 9

Tough Al, lots of tracks 8

■ GAMEPLAY:

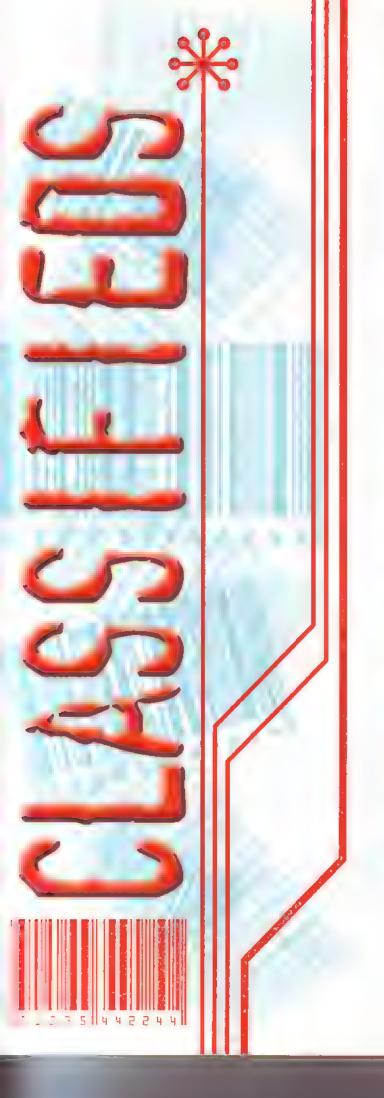
■ PRESENTATION:

■ ORIGINALITY

Realistic and fun 9 Well designed 8

An excellent racing sim that s both restistic and fun to play, backed up by great graphics and excellent sound. Right up The only Touring Car 8 there with the best.







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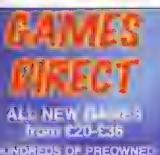
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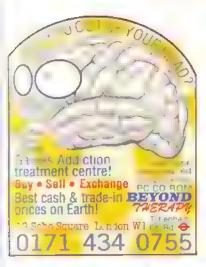
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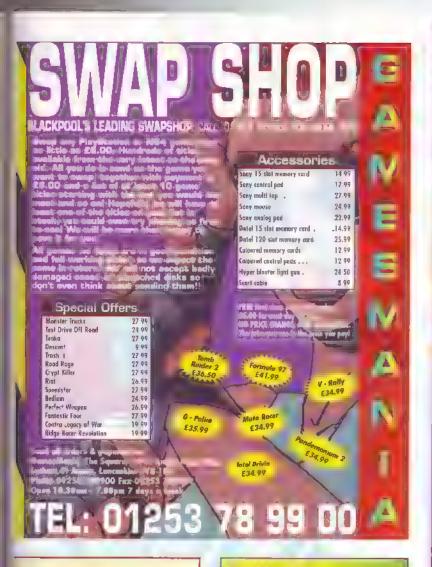
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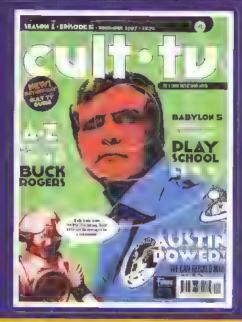
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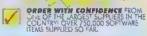
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TEM DESCRIPTION

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Formula Karts Special Edition

Okay, so it may not sound like the best motor sport action available on the PlayStation, but do not underestimate the power of karting...



[1] Karting may not be as popular as Grand Prix but you expect bigger crowds than this to turn up for a race. [2] I'm sure there was contact there!

[3] And now we go to the World Famous track in Egypt. [4] There are 10 tracks to choose from. [8] I'll have a turbo and a supergrip, please chief.



arting may not sound as glamourous or as dangerous as, say, Crand Prix or powerboat racing, but it's still a pretty serious sport. And given that karts handle and race in a way that is uniquely exciting, and that kart drivers – protected by nothing more than fibre-glass helmets and heavy-duty underpants – are being propeled to speeds in excess of 70mph in vehicles no bigger or higher from the ground than a awnmower, it's also a sport that fully deserves to be featured on the PlayStation

Formula Karts Special Edition certainly has all the options and features that you'd expect from any racer worth its sait steering wheel compatibility, reasonable 3D graphics with in-car and behind car views; a two-player, split-screen facility; skillfully modelied kart

dynamics; clever computer opposition; eight different karts to choose from, 10 different tracks; and a variety of different race types

The most impressive thing about the game, which you notice the first time you get out on to the track, is the amazing way in which the karts handle. The ristering and characteristics have been mode ed beautiply. Convincingly difficult, but fun to steer, initially you'll find yourself sliding all over the place before learning how to control the little nippers more artfally. Even during a practice ap (which you







The differences between the various karts on offer in fact are only slight. Although some have nicer coloured bodywork than others....

Convincingly difficult but fun to handle

initially you find yourself sliding out!

before learning new to control

the little nippers more artfully

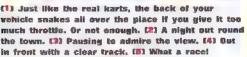






■ PJBLISHER:	Telstar	■ DEVELOPER:	Manic Media
RELEASE DATE:	November	■ ORIGIN:	UK
PRICE:	£44.99	■ STYLE:	3D racer













race by yourself) it's a constant battle to keep your kart on the racing line at high speed without spinning off and the pressure on you during race situations makes this even tricker, it's a very accomplished simulation with a good learning curve

You don't even need to worry too much if you haven't any friends to play with - finely balanced but fiercely competitive, Formula Karts is a racer that works well as a single-player game. This is largely due to its much-vaunted Al system. The way the computer karts race ensures that you will always have an involving battle on your hands. The opposition doesn't simply fail behind when you pass them - they keep coming back at you, and if you lose t round a corner, or go off the boil, you'll suddenly find the whole field is ahead of you

And that's just the Easy mode Add to that two higher difficulty levels, damage and car set up options championship seasons, and an Arcade mode where you ase lives, compete for money and upgrade your car with super-grips and turbos, and Formula Kart's praying life is a ong one indeed.

Those gamers with friends will be pleased to hear that the two-player, split-screen mode also works pretty The way the computer harrs

race ensures that you will always

have an involving bartle

on your hands

well, Inevitably it's a little more difficult to see where you're going (and the graphics aren't that hi res anyway), but you get used to it pretty quickly. If you're looking for a ding dong battle when you get back from the pub, Formula Karts will do very nice y

If you can find fault with this game, it's with the graphics. The tracks, although windy and difficult, with surfaces that vary from sand to snow, do all look a little similar and generally unimpressive. If the graphics were smarter and the tracks a touch more varied in appearance and layout, this game would be a top quality racer

Other gripes are a comparatively minor. The commentary, for example, is pretty restricted and unimaginative. Sometimes, if you post a decent time a female voice will pipe up with 'Great lapl', and if you've just lost it going round a corner or are generally having a nightmare race, she'll tell you 'Get going!' (to which you'll curse back, 'I am! (ami'), but that's about it. The music is quite gloriously bad. The tunes on offer must have been created on someone's early '80s Casio keyboard and then mixed by Delia Smith, but at least they drown out the whine of the engines (for these karts not only look like lawnmowers - they sound ike them, too).

Formula Karts Special Edition racing is a full-on, fu throttle experience. Those bored with Formula 1 cars, touring cars, trucks, tanks, bikes, micro-machines and speedboats (the list goes on...) would do well to try this exciting new entry on to the market. While it might lack the gitz and smoothness of many of its rivals, in terms of gamep ay it's well up the and





(1) FK's 10 tracks are all pretty similar to drive round. Inst the surfment and the scenery vary. (2) The two-player splitscreen mode works well.



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Magazine . IFESPAN

WITH STREET ■ GRAPHICS:

A bit ropey 6

Quite long 7

Awful music; poor affects 3

■ GAMEPLAY:

■ PRESENTATION:

■ ORIGINALITY:

Quality karting action 8

Options galore 7

A great little recer that works well as both a sim and an arcade game for one or two players. Its mix of Micro Machines-type stideyness We'll be generous 6 with in-car 3D action is unique.



This month PSM's cheats section includes tips for racers FI '97, Porsche Challenge, V-Rally, and Ray Tracer, plus Thunderhawk 2 and Bust A-Move 2 among others.

RORMULA ONE 197



"if you wans someshing wish ວຣຽວ ວາ ອໄຊ່ອນອງສ ນອຊໄວກຸ ຂີກໄລ້ to she bees share lat! All











these cheats, select the Driver Select' option, then enter the following names in the Edi Driver' option:

TOO EASY

CATS DOGS

ETTES

Access bonus tracks

Easy mode for all tracks.

Including bonus.

VIRTUALLY VIRTUAL VR Graphics.

New sound effects and music.

Large tires

Wipcour mode.

Telecopter came.

Sprite in the control of the







RUSTEA = MOVE 2

Character Select

Select 'Game Start' from the Main Menu, then select

press Left, Left, Up, Down on the joypad, then Li LZ, RF and RZ simultaneously. A Character Select option will now appear allowing you to pick the character of your choice:

On the 'Press Start' screen, press Riy Up, & Down. This will make a green character appear in the bottom right corner of the screen and the words 'Another World' will appear below 'Puzzle Game's Once activated, the background images will change.

the options screen, press Left, Right, RF, RZ, LZ, LT.
Up, Down. This will make a 30-second timer appear
at the top right of the screen. Now highlight 'Credits
and press X as many times as possible to increase



ear lega.... sant glocal area REPER PERFORM 5 B resevente es esta PER TELLIFICATION OF COUNTY OF COUNT SECTION OF SECTION OF THE COLUMN



Design. Cannon

Right, Down, Left, Left, Down, Right. Right, Down, Left, X, Square

Instant Air Strike

Right, Down, Left, Left, Down, Right Right, Down, Left, X. Square

Extra Mousey Right, Down, Down, Left, Li, Left, Right, Down, Left

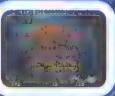
Show all Map Circle, Circle, Circle, Up, Circle, Square, RT/ Circle Circle, Circle

CRASH BANDICOOT

gain access to all levels, 100% complete

Priangle, Triangle, Triangle, Iriangle, X. Square, Briangle, Triangle, Triangle, Triangle, Square, X. Friangle, Circle, Triangle, Triangle, Triangle, Circle, Square, Triangle, X. X. X. X.







FIRESTORM: IDERHAWK 2

Passwords

nter the following passwords to reach the level of





E A C a L C



South America Onhyoveredusso level 2NH70V9VEFDQS92 level VRH30V7AEFD6481 level SNH30V8EEJ024P1 level

GULT 2 011 Dispute
VANHROVOEBIDESSE (ever)
DRHVOUGEBNDASSA (ever)
IFHDOUGGROMSP2 (ever)
NHPOUKEGYDISM (ever)

Steatth O7HPOUOQAUDE4SA evel U7HLOUNIAUDASRA evel AEHPOUKUAZDM4HI evel

Central American







Best Playstation Arcade Flying Game Yet!





ZEHPOURQI6CM58A

South China Seal RRC59BRQ2BCE4;2 level 1 ORGLOUTISAGASUI level 2 FRC981CM3ECM521 level 1

Panama 93GSSD9UNGGE4OA (Jevel IVVG5SHUENGGA4SQ (Jevel UNGHACPUNKGMSTI) (Jevel

Eastern Europe L3GG4466V0EESRI levell F7GK5528V0EA41A level2 7GK50UMV4EM56Q NEVER

Gulf 1 Canyon
FGK48TGR8ME4NI level 1
BJGK48VUR8MA5JQ level 2

INTERNATIONAL

Dinosaur in the trowd your second attempt thes, 35m, for your final attempt, and a dinosaur will appear in the crowd





PORSCHIE

All cars jump Up + Square: Up + Circle: Up + Square: Up + Circle: Up - Square: Up + Circle: Up - Square:

End sequences Square, Circle







High voices Up. Triangle, Up. Triangle. Hyper car Select + Square, Select + Circle, Select +

Interactive tracks Down + Start, Up + Start, Select.

Invisible cars Square + Circle, 12 + R2, Square + Circle, L. + R1, Square + Circle, Long tracks Select + Up; Select + Down, Start

Mad opposents Up, Left, Right

Mirror mode Left & Circle) Down & Triangle, Right ***

Square **Black Porsche** Right

Square, Left, Circle Select

Fune test driver test Circle

Right Square Select

Unitimited tries 15 12 17 RZ



Brive Tsumuji's Car Select Attack mode and a driver of your choice, ther select isumuji as your opponents Air you've got to do now is finish in first place and his car will become available.







Ehrats



V= (AULA)

Cheat codes

when the infogrames logo appears, quickly press up
Down Triangle, Circle, Up, Down Triangle, Circle
the last two buttons must be pressed
simultaneously/iff done correctly, the words Lock
Off will appear. Now enter one of the following
codes before the infogrames logo disappears, we
sure to continue holding the buttons with the
screen rades out.

Narrow tracks
Press and hold Left then press £2







Restart race

Press and hold Left then press RZ. This will
allow you to pause a race in Arcade
mode, then select Restart from the
menu without losing any credits.



All cheats

Secret Course

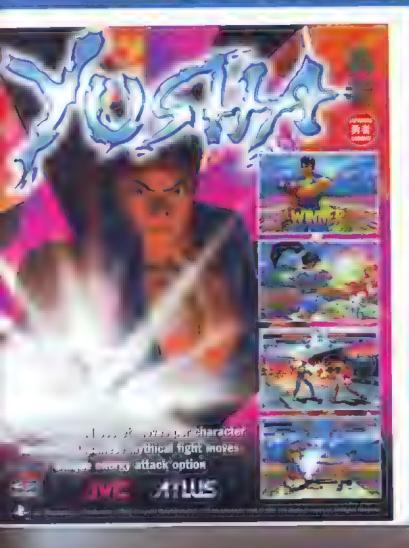
Ise the cheat above to access the jeep then select

Time Trial mode! Select the jeep then choose the tast

rourse available - K's Sweden +, if done

""". Stage: and you'll go to the secret tourse.







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Seasonably bolstered by the spirit

of Chrimbo, this month's CD is

crammed with treats aplenty. Seven

indubitably groovy games, and

whether it's Crash Bandicoot 2's

marsupial madness. Shadow

Master's horrorcore

stylings, or the ever-

mighty G-Police, all - we repeat.

all - of them are completely and

utterly playable. How do we do it?

Why, that would be telling,...

Crash Bandicoot 2





The icy continue of this playable flower or an enterior job of viewing SIT Crash's newfound 3D freedom - as well as them, family of the To just bit days and play. Watch out for baddles!

TOUR SHEET

SCEE

■ STYLE;

3D platform game

Playable demo

es certainly taken his time about but at long last the platform lovin', nasally-unchallenged marsupial doth return in Crash Bandicoot.

2. Unfortunately, the nefarious Doc Cortex is back with him, and has tricked the cute, iil' felia into collecting the purple crystals which will somehow help him conquer the world. Will

tonquer the world. Will our Crash see through Cortex's kissue of lies, or is he destined to remain a stooge: Well, you'll have to wait and see for that one, What we can reveal.

though, is that you'll have one serious amount of fun doing so. This time out, Crash boasts fully texture-mapped 3D over the original's 2D stylings, and as you'll see from this most playable of demos, Naughty Dog has performed absolute wonders.

absolute wonders. The demo itself features an appropriately wintry level from Crash & Jump through the door and the first thing you'll spot is a polar bear cub. Doe of eye and button of nose, jump on Mr Cub's back to begin one super slippery ride past killer whales, exploding crates malevolent seals and totem poles which have a habit of coming down on our hero like a ton of bricks. There're plenty of apples to munch and life bonuses to bolster the six you begin with, but your main job is to avoid the nasties, leap over crevices and hang on 'til the end of what will!

be the bizarrest sledge ride you'll, undertake this yuletide. Crash Bandicoot he's back. And how.

■ Controls

- † Steer forward
- **↓** Steer back
- ← Steer left
- Steer right
- Pull down score menu
- 📵 Speed boost
- B N/A
- (i) Jump

R Speed bonst

- M Additional features
 27 Infuriating levels of platforming await you on the full version, all of them playable with the Analog pad
- Further Information Crash Bandicoot 2 is reviewed this Issue (Page 86) and earned itself a very respectable 8/10.





TOCA Touring Car Championship

- FUBLISHER

Cadamanta

CHIE

Bacine eleviatio

- PROGRAM

Playable dome

first things first; to call TOCA Touring Car Championship a driving game would be a gross insult. Sophisticated control response millimetre-perfect replication of factory model cars, detailed track design using Ordnance Survey information. It might look like you're just pegging around Brands Hatch at insane speeds, but as the first bend sends you rollercoasting into a 360' spin, it's obvious Codemasters has created a driving simulation of the highest quality.

But, as our demo will attest, a racing game TOCA most definitely is. Along with a rather attractive rolling demo we've included a two-lap race from the Donnington circuit. Whether using the standard Joypad or, preferably, the more responsive Analog pad, steer your blonda around the course, try to keep up with your 15 opponents and, most importantly, complete the challenge in

under three and a half minutes. Sound easy? Well, it would be on Micro Machines, but with a car that actually behaves like the (whisper it) real thing, that standard driving game practice of simply keeping your foot hard on the pedal and hoping for the best is certainly not recommended. Good luck you'll need it.

- Controls
- Stear left
- -> Steer right
- Change view
- Mera
- **●** Frake
- Accelerate
- Pause



TOURING CAR

The full version of TOCA features a whole range of weather, from simple rate to snow or fag.

- Additional features
 As well as superb graphics and a
 relentless pace, TOCA also
 features the dulcet tones of
- I Fur ther
 Information
 In the the thing
 With the best, is
 this issue's verdicu
 (Page 132) and 7000
 fully deserves its 9/10







On the CD

G-Police



STYLE

Flight sim/sheet 'em up

■ PROGRAM:

Playable demo

aloting a G-Police Havoc Gunship is an experience denied to most mortals, but thanks to Psymosis, the chance to bomb around a futuristic cityscape while blasting the gubbins out of hoverships and neon hoardings can now be enjoyed by all those groovy enough to own a PlayStation and the Blade Runner tastic G-Police, A stylish mishmash of Syndicate Wars, Gunship 2000 and Saturday afternoon fave Airwolf, G-Police has its fair share of shoot em up appeal with a host of missions to complete and airborne gang members to fry. But with sophisticated ontrols and intuitive response, it's also

a flight sim of mighty proportions.
Our demo is a perfect taste of the futuristic carnage that so denotes of Police. Using the red arrow of your gurship's on-screen radar to navigate soar around the city and use your R button to lock on the various targets and zap everything that moves, but remember the action heats up the longer you remain alive so do keep an eye on those shields. Retreat might not be an object but skulking behind skyscrapers, using the LV and LZ buttons to hover and then letting off a round of plasma bolts certainly





Austin Allogra is now, well, soup. 🕼 Scroll Brough the weapon menu in call up this laser gun. And dead nathartic it is, tan told the nat all mane number cityscapes, you know. There are warious patches of wasteland on the autskirts of town for you in hide in.

- Langraka
- 🕆 Nose up
- ♦ Nose down
- ← Bank left
- → Bank right
- Accelerate

← ↑ ↓ Scroll through weapons

- 📵 Reverse
- Fire
- Target
 - Air brake
- House up
- Home down
- Change view

■ Additional Jestures
For those who find controlling that € Police copter tricky, the full version of the game includes several training. missions to hone those skills

Further information Reviewed in PSM2S, G-Police was awarded a mighty 9/10 plus the accolade of 'the best flight sim/combat game currently available'. So, yes, it's damned pretty good...

Felony 11-79



- BURL EARING

ARCH Fisherolie

STYLE:

PROGRAM

hile cars are brilliant, crashing cars is even more brilliant and so when Felony 11-79 arrived on the PSM doorstep screaming, Please use me o exorcise all your road rage fantasies by piling round tracks, smashing the nell out of all and sundry in the spurious name of an archeological quest for booty, we naturally said Yes please. tal. Or something

Luckily, the demo will allow you to ido very much the same. Choose between a monstrous 4WD pick-up truck and an Italian Job-style Mini (complete with Linion Jack roofl) and then it's off to the beachfront for some screeching Heavy Metal and a seriously playable version of *Felony 11-79*'s Sea Side track

Your mission is to catch up with one Kyozo Sugawara, ram his limo, pick up the Golden Wings, then head for the finish line. Naturally, there's more than a rew obstacles in your way, including ackknifed tankers, police blocks and the odd pedestrian but PSM: recommends you plough right through them ramraider-style and generally turn your once-pristine automobile into al Kwik-Fit fitter's worse nightmare. Have

Contrats

ي Move left

- Move right

Change view

Handbrake

Rrake:

Accelerate

Baldifichat festures

in between ramming road blocks and grand larceny, there is a plot to all this involving archeological riches and other such Indiana Jones-style adventuring.

■ Further information Reviewed in full last issue, Felony 11-79 was awarded an suitably riotous 7/10





Shadow Master

Daug (and)

House made

■ STYLE

First-person blaster

PROGRAM:

Playable demo

his may sound like a respectable. Doom-style shooter, but take a closer look and you'll discover an array of arachnoid baddles who, along with the creepy cockroach screeches, help create a blast 'em up that will fill any Doom fan's trousers at 100 paces.

The demo features one mission from the game. The Shadow Master has taken over the Forest Temple on the world of Silvan and you must destroy the creepy drawlies; idestroy the enemy stronghold and find the hidden tunnel. On your side is the fact that your buggy is equipped with some nifty weapons. Select any of the six weapons by moving the pad towards the desired gun. Keep collecting the crystals that appear after you destroy a bad guy they'll replenish your life force. Apart from that? Well, keep an eye on your on screen tada, experiment with various weapons, but most of all, keep firing.



- Controls

↑ Meve forward

Move back

← Move left

→ Move right:

🍘 Ѕресізі жезров теңи

Fire special weapon and laser

Fire laser



Scroll right

Scroll (eft)

Seroll up

Scroll slown

■ Additional features Coordinated by HammerHead, 5Ms level artwork has been provided by prog-rock album cover artist, Rodney Matthews

• Further interesting 34 was Piellered in 2360 & Expect a full review next issue



E I Say what





Hercules

■ PUBLISHER

Philling seventers

■ PROGRAM:

Playable demo

he mythology/cartoon/platform game combination might be an interface not readily associated with videogaming, but with Disney's adaptation of the Hercules legend for the silver screen and now the PlayStation, younger gamers can now enjoy what mum and dad have recently paid a fiver for them to see at their local fleapit. A 2D platformer with

more than a few hidden levels.

Hercules must various animated. labours and prevent the rather nasty Hades from extending! his Hellish reign to the land of the living. Armed with nothing but a sword and a beautifully bulging set of biceps, our Herc needs your help.

he demo features one level from the game. Avoiding the various hazards (including a surprisingly gruesome cat with its tail on fire), move around the levels collecting coins and, more importantly, the power-ups scattered throughout the game. Gifts from the gods. these power-ups can do anything rom bestow the power of nvisibility to enable your sword to hoot fireballs. Scrolling between these using the RI and Li buttons you'll eventually come up against a rather unpleasant minotauri

whose sole reason for living is to hurl boulders at you. How do you defeat him? Let's just say that if you hit the Down arrow mid-jump, Hercules esulting stomp will literally bring the nouse down...

Controls

Crouch.

Move left

Move right

Power punch

Funch

Weapon

Jamp

BT - Seroll shube of

weapon right

LT - Scrull choice of

weapon left

Fause

■Additional | features Discerning animaniacs will no doubt be chuffed at the FMV sequences interspersed throughout the full game

Market ternemerion Reviewed back in issue 25, Hercules platform escapades received 6/10 on





I I The trac guy of the piece the minetaur. Avoid the ubling masonry and ctart jumping. Make that jumping hard... (2, 3) Pillare getting in your way? Use that power nunch to clear yourself a path to pomer-upo and goodles.

Net Yaroze Clone

a empemis

AR LOSS ARREST

■ STYLE:

First pursus sheet 'em up

Inevitable that the first wave of games from the programmable PlayStation should include a Doom copycat but programed in 10 weeks by Stuarti Ashley and self-deprecating enough to name itself 'Clone', this example of a Net Yaroze game is a freaky and funny diversion.

Zoom around the undulating corridors hunting out health bonuses, apid fire guns and keys to doors, but make sure to keep your guard up for the not-exactly-scary zombies who'(I) appear a few seconds after the heartheat begins to boom out of your TV. With what PSM can only presume is Mr Ashley's head scanned in and used on the maze's monsters, Clone is hardly Resident Evil, but them again, what is?

- Controls

Forward

Back

left

Right

Run

Мар

James

Sheet

Strafe right

Strafe left

■Further information See the promo video for details on how you can get involved with Net Yaroze!



The Phanton Finn Flinger with his class off? The skinned corpse of Poter Andre? Michael Neward? Hell, we den't know but it's scary. Kind of.











He's the man who's made millions out of games such as *Populous, Theme Park, Syndicate, Magic Carpet,* and *Dungeon Keeper,* but he once stole from his old gran just for a game of *Pong.* Games design maestro Mr Peter Molyneux confesses all his sins to the *Official UK PlayStation Magazine...*

PETER MOLYNEUX

Populous, Theme Park, Magic Carpet, Dungeon Keeper, to name but a few. Which of your creations are you most proud of?

am definitely most proud of Papulous. As It was my first game, it will always be closest to my heart! I still find it hard to believe that Populous went on to sell 3.5 million copies. I thought at the time that everyone would think it was weird, rather than a classic.

And can you go on to improve on those games? What can we expect next?

I have always been disappointed at the end result of each game, because it's such a scramble to get the thing finished. The user interface and general game polish are the things that need improving the most, but this usually take a lot longer, and by that time everyone is pressurising you to finish. Our next game, codenamed "Black & White", hopefully won't suffer from this, as we already have a team in place and working

How is the next project going and how is life at your new company, Lionhead? Brilliant. This is the part! love most about developing games. We're all working an average of 14 hours a day, and this is the start of the game. God

The technology over the next decade is going to go crazy, making current machines seem like Sinciair ZXSOs. Personally, I want to directly connect to a game and do away with TVs and loypads altogether. Quite what would happen when you had a bug, though...'

knows how much time we'll be putting in at the end. At the moment, Lionhead is working from my house – there are nine of us in a room just slightly larger than a shoebox. I know this sounds like hell, but it's really good fun as we all get on well, and everyone just wants to get the game into a state where we can play it.

Why the split from Bullfrog to form Lionhead? Lots of reasons. I still really respect Bullfrog, but it was changing into something that I found hard to work with. I think I work best with fewer people, and Bullfrog has about 100 people, now, so it seemed to make sense to set up another group of really talented and enthusiastic people.

Will all your companies have two-syllabled, animal-related names?

Probably. Lionhead is named after Mark Webly's pet hamster, which has since died. (Mark's the bloke who designed Theme Hospital and now works with me on Black & White.)

Why did you decide to stay affiliated to Electronic Arts? Every publisher in the business must have been offering you riches beyond your wildest dreams...

EA is definitely the strongest

I like to make games that are sold throughout the world - Japan, USA and Europe - and EA is about the only publisher that is worldwide. Also, EA gave me a bloody good deal.

publisher. And

Surely you're a very wealthy man now, anyway. Where does your motivation to keep producing better and better games come from?

The motivation was never money
(although its very nice, thanks), it's
more a desire to make a really
good game - something that I can
be proud of. Winning awards and

getting good reviews is very addictive, and I have been very, very lucky.

Are there any PlayStation games that you wish you'd written? Which games impress you most? I think Final Fantasy VII is utterly awesome. Also Micro Machines is really good. I think the PlayStation is finally producing some really intriguing games and next year should see some real quality titles being released.

Which games do you play to relax? Currently I am playing FFVII, and Total Annihilation on the PC, both of which are excellent.

Have you always been a games addict, or was there another route into the industry for you? No, I am an absolute addict. Sometimes I would rather play games than do almost anything else (including sex).

Pong or Space Invaders, then - what was the first game you ever played?

Pong, and I stole the money from my grandmother to do it. I saw this game in Dixons and I knew I had to have it, no matter what. It was the only time I

have stolen anything, and I have been plagued with ever since.

What's the biggest change you've seen in th industry since you started?

The fact that the games industry is now taken seriously. Who would have thought that mega corporations like Sony, Intel and Microsoft would courting the likes of us?

What are your expectations for the industry the future? What things are you most looking forward to?

The technology over the next decade is going to crazy, making current machines seem like Sinclaid ZX80s. Personally, I want to directly connect to a game and do away with TVs and joypads altoget Quite what would happen when you had a bug, though, I don't know.

How do you see the future of the PlayStationand will you be a part of that?

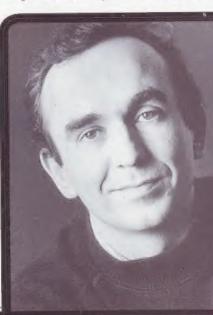
The future is bright, the future is PlayStation. I tit's going from strength to strength, and I am reallooking forward to working on the machine.

Which PlayStation games are you most look forward to seeing?

Tomb Raider 2 should be good, as I am getting little tired of playing Tomb Raider, even left-hand

Finally, if you could only play one videogan ever again, what would it be?

Final Fantasy VII, but that's probably going to change when something better comes along.



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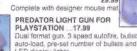
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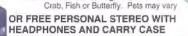


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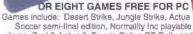
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